



JULY 1991

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COVER TAPE

MANCHESTER UNITED EUROPE

PLUS!!
YC
PHOTO STORY

OTHER GAMES REVIEWED:

★ GEM-X ★

★ EXTREME ★

★ THE POWER ★

★ NORTH & SOUTH ★

★ POWER UP ★

★ WORLD CHAMPIONSHIP
SOCCER ★

★ SKULL & CROSSBONES ★

There once was a Boy from Seville
Who'd do anything for a Thrill
Once for a jape
He stole my YC tape
Now his nuts reside in Brazil
Pearly finished 1991

If your tape isn't here, then jolly
we'll send your needle where it is!



PLUS - WIN LOADS AND LOADS OF PRIZES ...



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❖ **MANCHESTER UNITED EUROPE** (p10) - The first review of what could well be the best ever C64 footy game. Is the ref blind or are we telling the truth?

❖ **YO PHOTO STORY** (p42) - Is it love at first sight? YC peeps star in a tale of love, romance and... computer games. **PLUS:** Win a Kodak camera of your very own!



❖ **BIG THRILLS** (p68) - YC's new guide to what to pick up when you're NOT playing computer games (and we're not talking Penguin here).



❖ **ZINE MACHINE** (p20) - It doesn't have to be glossy to be good (although it helps), the latest crop of 'zines get the once-over. Check out an alternative voice!



❖ **TALES FROM THE SCRIPT** (p60) **PLUS** Sheet the Tube (p60) - Leadbelly's chatted about, reviewed and abused by cuddly Dave Hughes, YC's pet film writer. As he likes to say "Remember you read it here first!"



DATA

THE PICK OF



PEOPLE DO THE SPACKIEST THINGS

Domark's 3-D Construction Kit came in quite useful when their Patney-Costa del Sol Time-Share didn't quite work out



YOU MUST BE JOKING!

Q: What is a Spectrum?
A: A Pregnant Calculator!

Er, Howard Franks from *Pleasantwood in Bucks*, kindly leave the stage!

TEN GAMES '87 READERS MIGHT FIND IN THEIR RECORD COLLECTION

- | | |
|---|---|
| 1. <i>St. Soup Dragons</i> - Storm | 7. <i>Atomic Robo New Kids on the Block</i> - Activision |
| 2. <i>Earth, Wind and Fire & Forget</i> - Titus | 8. <i>Indiana Jesus Jones and The Temple of Doom</i> - U S Gold |
| 3. <i>Happy Mondays of Thunder</i> - Mindscape | 9. <i>LEGO Zippin Storm</i> - U S Gold |
| 4. <i>Arkanoid II - Revenge of McDolma</i> - Ocean | 10. <i>Reindeer Freddy Mercury's Big Top o' Fun</i> - Mindscape |
| 5. <i>Furious Jackson Five</i> - Enigma Variations | |
| 6. <i>Super Wanderlust-boy</i> - Activision | |

ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT

Get into practice for Computer Buffs!

- David Platt, Kenny Dalglish, Madonna - who in computer terms is the odd man out?
- What was the so-called sequel to *Bubble Bobble*?
- Nax, APB, Cyberball, Vindicators - what's missing from *The Winning Team* compilation?

- Answers:
1. David Platt (he's not a computer science buff)
2. *Bubble Boy*
3. *Double Dragon* (he's not a computer science buff)

TH-THA-THAT-TH-THAT'S NOT ALL FOLKS!

No that's not all folks cos Hi Tech, the software people (not to be confused with trendy shoevests), have now taken on the Warner Bros 'Looney Tunes' characters to add to their already successful Hanna Barbera series of games, including *Scrooby*, *Wacky Races* and *The Jetsons*.

Cartoon-a-holics will

soon be able to see their favourite characters like Bugs Bunny, Daffy Duck, Elmer Fudd and Sylvester & Tweety Pie animated on-screen.

Thank God computers can't sing cos if I hear that silly song "I taught a few a puddy cat a-meowin' up" ...joke! But again, it'll puke over the keyboard!

WITH BEVY BABES

THE NEWS CROP

INFO-
FREAKO

The names that matter

Communications Business
Machines Ltd
The Switchback
Gardiner Road
Maidenhead
Berkshire
SL6 7XA
Tel: 0628 770088

Hi-Tech Software Ltd
4-6 Barnmouth Court
Barnmouth Road
Sheffield
S7 2DH
Tel: 0742 587855

Kixxilla Software Ltd
Tropic House
Majors Yard
Downs Park, Mosegate
Rochester
S60 2HD
Tel: 0789 572290

YC RECIPE CORNER

It's Back and Doing The Continental!

This month's tasty treat comes from Lasse Larsson in Sweden who wrote to YC with the secret recipe to give you more time to play your fav games and to help you live longer (without any friends - Ed).

YOU WILL NEED

10 well cleaned 5in cans
10 cans of baked beans
Slop of meat cut in small pieces (beefsteak)
4 onions chopped in small pieces
1 or more garlic (the more you use the more time you will)
Salt & spices

WOT YOU DO

Fry the onions, garlic and the meat, stop in the beans, add spices, and stir it all together. Divide between the tins and place in the freezer. Take tins out when required, heat accordingly, pause game and EAT.
Ermm yes, Lasse, you're off your rocker and with all those beans and garlic who would dare disturb you from your game playing!

KEEPING UP
WITH THE JONES'

U S Gold just couldn't let a good Spielberg script and the doah and acclaim that usually follows go to waste, could they? Poor things.

They will be the only people releasing the fourth in the series of Indiana Jones films, on screen. Indy 4 (the film, not one of those compilations of weird dance tracks that YC tries to palm off on you in its Freedom volume) or more fully

'Indiana Jones and the lost City of Atlantis' was actually turned down by Harrison Ford 'cos he was fed up with being stereotyped (in films with incredibly long names, really).

Rumour has it that Jeffrey actually turned down a part as an extra - but that's not important 'cos U S Gold are hardly going to bring out a game called Jeffrey Garry and The Hat of Disobed!

SUPER DUPER

The game that was renowned for making 'chomp chomp' noises, and which caused a big stomp (well, two really) when Page 3 'grrr' Maria Whitaker was signed up to adorn the packaging is back!

Barbarian III or Super Barbarian as Palace want it to be called, is now on the drawing boards. The third game is being developed in-house, so it promises to include all the good ol' face-to-face hack 'n' slay playability of the first.

The game is due to be released sometime next year (face-heck) but it'll be worth the wait and it also gives Palace enough time to interview all the prospective packaging 'grrr' (pssss) which is obviously the most important part of the game!

Multi-players at the ready!





SINGIN' THE BLUES

Thus certainly haven't got the blues after signing up the "Blues Brothers" license.

If you don't already know where have you been for the last 10 years, come out from under that mushroom, the "Blues Brothers" is a cult 1980 film which starred an amazingly thin Dan Aykroyd as Elwood Blues (name and Jim Belushi, who (possibly) died a few years ago from a drugs overdose, (just say no, kids)).

Apart from including all the groovy tracks like

"Everybody Hoods Somebody", and the cool shades, the basic plot of the film is the two brothers (one of which has just got out of jail, trying desperately to raise money for the orphanage where they were brought up whilst having a run-in with the cops.

Not that much for a last action game if you take out the dancing around and music-making which is probably why the license has only just been snapped up!

TAYLOR MADE

These snappy license beds Kinsale have added a new man to their recent list of sporty signings. They've gone and signed up Mr England Boss, Graham Taylor, to manage a new football management game - well it was hardly going to be netball was it?

Good old Graham also found the time from juggling his England list and visiting Gazea in

Hospital to help Kinsale out with the design of the game.

If Taylor's squeaky clean record is anything to go on then the game itself should be a super-duper example of how to manage a top team.

Mind you, wouldn't you do a good job if you were being paid millions of sportsbooks?



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THE DREAM TEAM

JUST WHO ARE THE BOZOS WHO REVIEW ALL THE GAMES?

YC likes to get the best from its writers and offer them exciting perks and goodies. Unfortunately for them, we keep them so busy that they never have time to do anything but reviewing. However, just to see what makes them tick, we let them loose in Milton Keynes shopping centre with the YC credit card...

Jeff "Editor" Davy



"Look at this," said Jeff, excitedly, when he came back, clutching a fearsome-looking piece of

metal and plastic. "It's a Mega Flash with TTL metering, adjustable head, dedicated lead and built-in Quantum pack... if I set my F20 to the synch speed it'll be brilliant." Unfortunately, a translator wasn't on hand to tell anyone else what he was talking about.

Jason "Spanish Firebrand" Miller



Jason returned with a smooch00t haircut, Ray-Ban shades, shoes so shiny that his grinning face was

reflected in them and a gleaming white leisure suit. Under his jacket he wore a Hawaiian shirt with the top four buttons undone and a polished gold medalion around his neck. After posing for a while, he strolled away again, followed by twenty or so drooling girls.

Richard "Programmer on a string" Taylor



Even practical, Richard went food shopping. "Look at this," he said when he got back,

opening one of many recycled brown paper bags to reveal loads of lentils, nuts and vegetables. "Now, like, I can cook a huge Lentil-bake and make a giant salad. And it'll be, like, healthy and natural."

Rik "Family Man" Henderson



YC's onetime Editor came back with a shopping trolley full of

Forbidden Planet bags. Poking out of their tops was comic alter egos. "Look," said Rik, pointing enthusiastically at some of the battered booklets. "There's a 1950's Batman and that one's got an Alan Moore storyline..." But, sticking out of one larger bag was a square plastic box... "Er... and a box of Panzers for the baby!" said Rik, sheepishly stashing the nagging bag under the comics...



HOOK, LINE AND SINKER?

Film-lovers-grabbers: Ocean are hoping that their latest signing will be more of a high flyer than one to sink without trace, for they have signed up Spielberg's latest hero, "Hook" - the second in Peter Pan. According to the Spielberg bible, Peter Pan played by Robin Williams does grow up and becomes a fiscal Street trader with

Julia Roberts (alias Timberbell) as his secretary (once a fairy always a fairy, I thought, or not that I believe in them, well apart from the tooth one that is). With co-stars like Dustin Hoffman and Bob Oastins it can't fail to be a blockbuster and with a bit of Ocean magic it's bound to fly up the software charts.

MISTAKEN IDENTITY

Are you fed up with your sister pulling out the plug to your computer just as you've reached the 50th level of Chips Challenge, when she thought it was for heated rollers, or your mum pulling the plug on the important bit at the end of Neighbours, when she means blind it was the lead to the Hoover?

Well, fear not: chums cos thinkin' is a fabbie new idea called the Identiplug, your worst nightmares are over.

You just clip the plastic casing onto the back of the plug and Bob's Your Uncle (sigh!) Wouldn't it be just awful if the really, really, really you will know what device it belongs to, e.g. computer, video, TV, boombox, microwave, Hi-Fi... caddy bop.

The Identiplug comes in a range of 50 titles and will cost you 35p from most retail outlets. Just one problem - watch out for annoying little sisters/brothers capable of snapping tags!



GOING OVER



PLAN: The arcade action thriller with the BIG finish. Introduce the criminal under-world - your mission is - to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to subvert his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain

with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling Cadillac Jack - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shifty street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the fogged terraces of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's **FASTER** - explosive power sends you hurtling through various terrains - hold the line or plough the fields! It's **TOUCHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... It's the nearest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play: weather changes, bodyguard exploits, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN SC



AVAILABLE FOR YOUR: SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

ER THE TOP



TOTAL RECALL

As they could you have been haunted by recurring dreams of another life on Mars. You are known to Recall Incorporated, a unique travel service specialising in implanting fantasies into the minds of those who desire to turn their dreams into

reality. THE ECO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the survival truth - You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that complements the success of the year's top movie.

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EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a corrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of RoboCop!

RoboCop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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MANCHESTER UNITED - EUROPE

Jeff Davy is an armchair football fan, you'll not see him down the ground, so Manchester United - the game - is an ideal past-time for him. Come on you reds!

I'm quite convinced that the most interesting thing Manchester United have done all year was to accidentally leave their kit behind when they flew off to meet Barcelona in Holland. Oh yes, and a bit later they went on to win the Cup Winners' Cup. But that wasn't very interesting, was it now? You think it is? (Real Man Utd fans.)

Well, Man Utd. are such hot property now that there was **BOUND** to be another game out about them, and who better to write this game than the people who gave us the original?

Kenalis claim that, out of all the consumer nasty cards they got back from the first in this series, everybody wanted a European version. So here it is.

And what a game it is, instead!

It knows the socks of the other above-view footy games around at the moment, simply because of all its highly thrilling footy features.

For instance, to take this month's competition, it makes Man's rather unplayable World Cup Soccer look like a *Sticks* of a minor show.

I can see some of you Spurs/ Arsenal/ Liverpool (insert your fave footy team here) fans getting rather ruffled at all these references to Manchester United but hang on, as the game description unfolds, you'll realise that it doesn't matter which team you support...

The first slice of the game pie (no, not in the Management section. You'll keep returning to this part since it forms the core of MUE. You can do all the things like changing the game time, the name of the Manager, whether you wish to play the arcade section or not (of course you can) and choosing tactics.

Not to be confused with Tic-Tacs which are something completely different. In fact, there'd be little point in choosing small, orange-flavour sweets if you

were just off to play a game of



international-level football.

For this tactics selection part, then, you get several sliding bars. They deal with the levels of the Goalkeeper, Midfield, Defence and Attack for your team. By clicking on the plus or minus signs the level of each goes up or down.

If you didn't like the team formation on the 'field', you can cycle through the other possible choices. That and see which player has which position, so you can swap them about.

Individual players can be aged, with their goal tally displayed, yellow and red cards garnered and games played and you can change their names, too.

The trophies can be checked up on the results so far and the full story for the fixtures.

If you're feeling restless for competition, you can even play a friendly against any of the other teams willing to take part. This takes us nicely to

the arcade gamey-bit proper. This part is filled with the kind of little touches that just occasionally make reviewing games such a treat. Like the way the player tucks on and off the pitch and the beginning and end of each half, followed by a goal for it, you may not have seen one of these in previous footy games... referee, who tackles on with the ball.

The players also manage to look like they're running and to do quite convincing tackles. The goalie even does a little run-up for a goal kick, as does a player taking a free kick (which you manage by putting a cursor in the general direction you want it to go).

You can also pull off super curved kicks, power



04:44 0:00 P:00
Press Enter

0:00 P:00 00:00
P: 00000000





shots, volleys, power-kickers and sliding shots. And so for substitution, you can do that too - at a convenient time - just like REAL football!

There's even a scuffed, played-on look to the pitch, with sections of worn-out grass!

Reviewer has to be taken away for a little lay-down after the thrill of all these spilly features.

Phew! That's better!

Getting a bit carried away!

Seriously, though, Manchester United Europe looks to be THE ultimate footy game around at the moment, only maybe I-Pitch 3D Soccer comes close (after Rik raved about it last issue).

Krisalis have produced the first completely-playable Management and action football game ever. And you'll love them for it every time you play this game.



| CREDIT CARD | SCORES | SOUNDS | THE PITCH | HALF LIFE |
|-------------|--|--|---|---|
| | <ul style="list-style-type: none"> ● Pretty good ● Some bad ● Great attacks | <ul style="list-style-type: none"> ● Really nice ● plays, and the scuffed pitch is just what you need! | <ul style="list-style-type: none"> ● Get into that crazy footy action. You'll be screaming for a good while. | <ul style="list-style-type: none"> ● You'll be down to ZERO for more footy action whenever you can (probably). |

NAME: Manchester United Europe.
SUPPLIER: Krisalis.
PRICE: £19.99 tape, £15.99 disc.
RELEASE DATE: Out now.

OVERALL **91%**

UEFA Cup

| First Round | Second |
|------------------|----------------|
| Pecsi Hungar | 1-0 |
| Verona | 0-0 |
| Real Mallorca | 0-0 |
| Petalist | 0-0 |
| Club Liège | 0-0 |
| Rapid Bucharest | 0-0 |
| Galgen | 0-0 |
| AS Saint Etienne | 0-0 |
| Lech Poznan | 0-0 |
| Inter PS | 0-0 |
| | TPS Turku |
| | Bayer Munich |
| | Creschoppers |
| | Gators |
| | Internazionale |
| | Standard Liège |
| | Larissa |
| | Montes |
| | FC Porto |
| | Inter |

© These Europeans don't know how to name a club! What Maltese? We're hardly going to play a pretend one! And 'St Elmer' is the name of a pop band!



COMPO:

Here at YC we seem to be quite keen on a very nice artist by the name of Steinar. His illustrations have now graced two covers in a row (he did that rather nice Extreme poster/cover last ish and the Man Utd cover/poster this ish).

So because we like him so much (and we hope you do too), we've got a very good prize indeed.

You can win 10 copies of the game poster signed by Steinar himself, personally (with only a little bit of threatened violence from Krisalis software). And all you need to do to win one is to answer the following question...

What's the name of Manchester United's home ground?

When you've worked that out, send your answer to: "I'd rather be Red than Dead Comp", YC, 35 Potters Lane, Elm Farm, Milton Keynes, MK11 3HP.

Send it by the 1st of August too, or we'll be brutal and say you can't take part. Oh, and the Editor's decision is final, even if it may be wrong sometimes (just like the ref, is he blind or what?)

Both footy fans and their wary friends should check out this stormer of a simulation.

ON THE TAPE

What a scoop! One of the most corking games in the C64's long history has found its way to our tape. Not only that but there are two other joystick-wagging delights to savour.

THE CONTENTS

Side A: Wizard's Lair
- Arcade
Action Game

Side B: Scorpion II -
Another
Arcade
Action Game
B-Floid - Yet
another
Arcade
Action Game

About dark caves far
down below,
Where deep within a
Wizard dwells,
Bespaking doom and
casting spells.

If this Lair thou dost uncover,
Four pieces of fan though
must discover.

Only then may you escape
Past the fan that guards the
gate.

So heed this warning and
beware

connecting caves, rooms
and passages. His only
chance of escape is to find
the four pieces of the
Golden Lias which are
sprinkled over several levels
of the cave. There are many
fiends and strange creatures
to both help and hinder Pete
in his quest to escape.

As Pete trundles around,
there are (as well as
ghoules, ghosts and
things that go bump in the
night) many objects to pick
up, such as bonus lives,
weapons, gold, food, drink,
rings, diamonds, spells and
many trapezoids, secret
passages, wardrobe lifts,
magic lifts and crates
(crates??).

It's also huge! And there
are seven levels to map
before you even have a
chance!



WIZARD'S LAIR

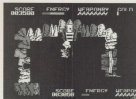
Programmer Bubble Bus
Software (Where are they
now?)

Type: Complete game -
Arcade Action
Controls: Joystick

What a storm! Wizard's Lair
is, you may recall, a rather
good game of a few years
back involving the
exploration of a large amount
of caves and rooms but, hey,
let's see what this poem (and
no, we at YC didn't write it)
manages to tell us:

THE LEGEND OF
THE CAVE

"This is a legend told long ago



Never venture
into "Wizard's
Lair."

HOW TO
PLAY

Trapped in an
underground
cavern,
"Pothole" Pete
plumbles
across the
Wizard's Lair
- a massive
subterranean
network of
inter-

SCORPION II

Programmer Mr Leslie
Wignore

Type: Complete game -
Shoot-'em-Up
Controls: Joystick

Well, we've lost the scenario
to this (sorry Leslie) but I'll
have a look.

It seems that the Space
Marines used a rather fancy
space fighter called The



Scorpion and that it smugs aliens faster than a Pit Bull larver savages people's arms. Furthermore, after a trip to the Space Marines recruiting office and a go on their Scorpion simulator, you're guaranteed to sign up to the service.

Well, after the last Scorpion (which was set on the simulator), you've gone



B-RAID

Programmer: Al Duke
Types: Complete game -
 Should "set up"
Controller: Joystick

War has broken out... of that cage you put it in the other day, er, no. Let's try again.

Right, war has broken out and you are one of the first pilots to get their mission orders - to fly, kill, bomb, maim - you know the score. To do this you've got a rather spiffy plane that knows where it's going. Naturally, you have to keep it on course as it flies to the target. You also have to blast everything that gets in its way and avoid getting shot down.

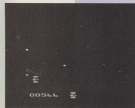
But! You're not alone! One of your friends is coming to - in a chopper. You can team up against the odds to get the job done!

and done it - signed up, that is. And now you're in deep space, with many, many alien beasts heading towards you.

This is, you will agree, over-*is*-slightly disadvantageous and has to be dealt with by aggressive action courtesy of your futuristic spaceship.

HOW TO PLAY

It's very simple, just blast the enemy to alien-blasted Heaven and, er, enjoy them out! Good luck!



HOW TO PLAY

Just get from one end of the game to the other, in the classic "1941" style - by killing things. If your friend joins in, plug the stick into Port One. What to and checks away!



JUST WHO IS STANLEY PRECISION?

Born plain Stanley Smith, Stanley had a dull childhood and a really rather dull education until, on his last day at Cambridge University, he was approached by a strange man in a raincoat.

"Passer?" said the raincoated man.

"No I'm not!" said Stanley, rejecting a joke from 'Up Panser', "I haven't touched a tape in weeks!"

"Quiet!" said the man, "I'm on Her Majesty's Secret Service and I'd like to offer you a job with MIS."

Stanley was gobsmacked, he'd never looked further afield than his home town of Corby, Northants, and didn't know whether he could take a jetsetting life in MIS.

"And you won't have to move away from Corby, either," said the MIS man, as if reading Stanley's mind.

"How come?" said Stanley, unsure how somewhere as dull as Corby fitted into the sparkling life of a spy.

"Because you'll be working in our Data Systems department, whose exclusive job it is to monitor,

check and replace dull tapes from the cover of YC magazine," replied the man.

"But... Data systems are so dull - I'll take it!" said Stanley.

"Read this piece of paper and reemulise it. You start tomorrow, under the code name 'Stanley Precision'."

And the man slipped away, on a banana skin, or, into the night.

Stanley looked at his instructions: "If you have a problem with a YC tape, ask yourself: 1. Have I checked the Datacenter with some other games? 2. Have I tried adjusting the Datacenter's heads? 3. If this fails, send the tape to:

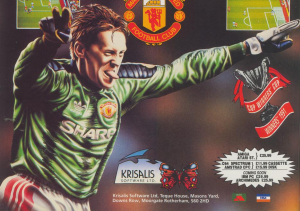
YC Tape 16 Returns,
 Stanley Precision Data Systems,
 Unit P, Cavendish Courtyard,
 Salford Road,
 Walsden North Industrial Estate,
 Corby,
 Northants,
 NN17 1JX.

Now desplay these instructions..."

MANCHESTER UNITED EUROPE

Manchester United Europe, takes this world famous club into the European arena of club knockout competitions, which includes the European Cup, European Cup Winners Cup, UEFA Cup, European Super Cup and the World Club Championship held each year in Japan.

Game features! 4 player option (using 4 player joystick adapter Amiga & Atari ST), full goalkeeper control (Amiga & Atari ST), new control method in-corporating one touch football and aftertouch, substitutions (animated 1 Meg Amiga), players number on shirt (Amiga & Atari ST), name of player on the ball, full screen (Amiga), yellow and red cards, sending off, action replays (1 Meg Amiga), player statistics in competition, 7 speed game options (Amiga & Atari ST), 170 club badges of the major European teams (Amiga & Atari ST), penalty shoot outs in cup competitions, arcade only option, management only option or full simulation option.



Krisalis Software Ltd, Tregar House, Mincroft Yard,
Downs Road, Macclesfield, Cheshire, SK10 2JF



OOZIN' EUGENE'S SCUM OF THE EARTH

There I was sitting in the mega-luxurious YC offices the other day, happily munching away at my "Fig 'n Fibre healthy stool" bar, when the door was blown off and in stormed Mr Eugene himself.

"SCUM!" he bellowed whilst he kicked me to the ground. "If I see any similar tips coming in again this month then you're for it!"

"P-p-p-please Mr Eugene, sir, what do you mean?" I stammered in a pathetic way.

"I'm not stupid! I do know what other 64 magazines publish! Only original tips shall be rewarded, ripped-off ones shall be punished!"

"B-b-b-but Mr Eugene...."

But he had gone.

Frightened staff crawled out from underneath various pieces of furniture, apart from a chucking Mr Henderson who was sat at his desk calmly eating his sandwiches.

"I think," he said, "people shouldn't nick tips from other magazines and send them to you!"

"Oh" I said, and carried on with my fig bar.

Dr W.P. Lighthouse

Oozin' Eugene's recovered from last ish's funny turn and is back with hints, tips, 'n' maps galore. There are no mega-fiend high-scorers, though. Where are you at?



First of all, a few from Grogg Lister who earns a beer for his efforts.

St DRAGON

When you die, press P and then Q to become invincible.

MONTY PYTHON

On the high score table, enter your name as ANNE CHARLSTON for unlimited lives.

VENDETTA

Hold down B U N T whilst playing to skip levels.

SUMMER CAMP

Enter your name as CALABITY for infinite lives.

Peter Reddish also gets a beer for these juicy tips.

GOLDEN AXE

Press rumble to pause the game. Now press ; to skip levels on all but the last.

RUFF 'N READY in the SPACE ADVENTURE

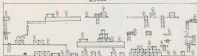
Type EVIL NEVER DIES on the title screen for unlimited lives.

NETHER WORLD

To skip levels hold down Z 4 and E

NAVY SEALS

Level 1: The Harbour



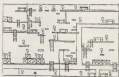
- KEY**
- ☐ - short
 - ☐ - boxes
 - ☐ - barrels
 - ☐ - missile boxes
 - ☐ - guards

Hints and Tips

When you come to a good dock then stop! It'll be great if you go over your back, then stop up and check how many you have to shoot to island.

Several rather super maps for NAVY SEALS here from that funky dude, Alan Rodger in Perth. I think he deserves ten chunky pounds for this excellent effort.

Level 2: The Barracks



- KEY**
- ☐ - boxes
 - ☐ - boxes that can be destroyed by shooting them to reveal weapons
 - ☐ - missile boxes
 - ☐ - guards

Hints and Tips

Don't destroy the weapons boxes unless you don't have any further use for them.

Level 3: The Warehouse



- KEY**
- ☐ - guards
 - ☐ - boxes
 - ☐ - barrels
 - ☐ - missile boxes
 - ☐ - boxes that can be destroyed by shooting them to reveal weapons

Hints and Tips
The map is the best part of the level, just a few more things to note. Try to shoot the boxes that reveal weapons they can be handy.

Level 4: Home, The Bridge



- KEY**
- ☐ - boxes
 - ☐ - boxes that can be destroyed by shooting them to reveal weapons
 - ☐ - missile boxes
 - ☐ - guards
 - ☐ - barrels

Hints and Tips
Remember when the barrels appear leave the weapon capabilities of each barrel.

Hints and tips:

- ① Smash box with hammer
- ② Open bottle with decorator
- ③ Saw open second by getting 2 from bins by using hand hat
- ④ To turn off water put object on button on bagging screen

Key:

- | | |
|--------------|-------------|
| ①: potter | ⑩: hand hat |
| ②: 4 of pass | ⑪: fork |
| ③: box | ⑫: hammer |
| ④: lifebelt | ⑬: diamond |
| ⑤: gun | ⑭: bottle |
| ⑥: decorator | ⑮: shade |
| ⑦: pump | ⑯: saw |



Here is a map and tips for the game **LITTLE PUFF**, as supplied by Jenny Miller who scared Eugene so much he just had to print them. She also wins ten quid for her efforts.

Blinky's Scarey School

Also from the Miller household comes a map for **BLINKY'S SCAREY SCHOOL** supplied this time by David Miller. He also gets a crispy tanner for his work, oh there'll be much rejoicing in their house tonight! By the way David, if there's any brain-blowing to do, then I'll be the one to do it! Your looble threats don't scare me!

Key:

- | | |
|----------------|------------------|
| ①: | ⑩: Gog |
| ②: Flour | ⑪: Perfume |
| ③: Torch | ⑫: Clock |
| ④: Bag red | ⑬: quadrilateral |
| ⑤: Jam | ⑭: toilet (bag) |
| ⑥: Fish | ⑮: water |
| ⑦: Rip | ⑯: apple |
| ⑧: Walkman | ⑰: fish |
| ⑨: Dog | ⑱: food |
| ⑩: Egg of rock | |
| ⑪: Bitten | |
| ⑫: Stone | |
| ⑬: Buttons | |
| ⑭: Sweets | |



POKES

Right people, a large number of you have been writing in requesting instructions on how to use a "poke" and "sys" number. Let's clear this up once and for all.

Here we enter the help of '70's very own "programmer-on-a-string" Richard Taylor . . .

"A poke statement, quite simply alters part of the computer's memory and changes the way a program runs. The areas usually affected are the parts that control the number of lines remaining, collision detection or time, etc.

To enter a poke, you are going to need to reset your computer somehow. If you have a reset switch, then you are a very lucky person. Simply press this and your computer will "re-start" without affecting its memory.

If you don't have one, then unless the

instructions otherwise specify you will be unable to enter the pokes.

If you really want a reset switch and can afford a cartridge (55 quid), ask then recommended ones are "Action Replay" and the "Expert". These will both allow you to reset most games.

When the computer is reset, type the the POKe number, or numbers, followed each time by Return. When they are entered, type in the SYS number also, followed by Return. The game should now run again and the cheat will be operative.

If there is no SYS number then that means the cheat is specifically for cartridge resets only, where the game can be continued by other means.

There are actually cheaper ways to reset your computer, i.e. if you know the old "paper clip" trick, but this isn't recommended unless you know exactly what you are doing.

Some switches can go in the serial port as well, but games usually need a more powerful cartridge reset."

Thanks, Richard.

And finally, here are some passwords from our very own Richard Taylor for the puzzle 'The Power' (reviewed elsewhere in this issue). Cheers Richard, but if you think you're getting a crappy tinner for this, hard luck! Ha ha! I can be so brutal sometimes!

21: LAUNCH
22: M7M349
23: GALKAN
24: KLOWRWN
25: INHROO
26: JINGLE
27: JOGGER
28: INHROE
29: SPLSPS
30: KNIGHT



1: No password
2: LEVELS
3: VISUAL
4: COWBOY
5: URGENT
6: OOPSUP
7: TIGHTEN
8: OH-CHO
9: ASOPGH
10: SOLOING
11: SURFIN

21: HMBON
22: NOBODY
23: GOODIE
24: OGSAYB
25: ELTHAC
26: 167293
27: GROWLY
28: COUBLE
29: ROLLER
30: CLOSET
41: SLOWLY

12: RACKET
13: BULLIT
14: GRAZZY
15: 38P8FR
16: UMLINK
17: POCCEL
18: EUROPE
19: NEWTON
20: FREEZE

42: B2N2E2
43: 124816
44: TARGET
45: AMZING
46: WOODOH
47: 297531
48: WOODYB
49: Y2X3M5
50: MUGBOXD

ARKANOID II Dohs Revenge

Enter your name as
DOHNE S for the cheat
mode



FORGOTTEN WORLDS

These tips come from David Bennett in the Orinay Islands.

To kill the dust dragonwat until its arm is away from its pounding heart. Fly directly over the heart and shoot downwards. Repeating this will break him off.

In the caverns to destroy the gun placements, pause the game when they appear and press CTRL + COMMA/DORE KEY + BACKARROW. They should vanish after a short while and this can be done until the level is complete.

Apparently the safest place to be is in the top left corner till.

Cheers David, a liver is on it's way.

That's your lot, you rabbit! By the way, the art dept. asked me to ask you to ink your maps in rather than do them in pencil - 'cos they can't print them if they're too faint. Ta. If you've got any ideas on how to make this column even better don't hesitate to get in touch with me at the usual address. Hang loose...

Send your cheats, high scores, wingers to:
Gozin' Eugene, YC, 20 Potters Lane,
Ruin Farm, Milton Keynes, MK11 3NF.

For the past few months, Paul "Stop the Press" Rigby has been poring over many strange magazines which he kept hiding when we came near. Now we know what he was reading (so he claims!).

THE 'ZINE MACHINE

is not always the most desirable form of payment by shops so maybe they can provide you with free games or posters (which you can use as competition prizes) in return for advertising.
The retailers may even

agree to sell your fanzine.

But if your magazine is intended to be nationwide, it may be more advisable to head for the mail-order outlets who would appreciate the country-wide distribution that your mag can provide.

The local retailers and national mail-order outlets are probably the people you want to head for before you approach the software

houses. Mainly because, when you do approach a software house, they will be able to see that you have made a commitment, have attracted several advertisers already and, therefore, are more attractive than the person who turns up with a fanzine containing no adverts at all. A form of reference from one, or more, advertisers is also handy to have. Something declaring that their shop has been advertising with your fanzine for "x%" amount of months and has increased sales by "x%".

A rather instalment from the regular fanzine section - which isn't. This month, Ripz wants compliment any potato dish, the problem with broccoli and...drat, they're my customary notes.

Let's see...fun with fungus, feeding with confidence, fusion for beginners, fari...ah, here we are.

This month we'll be taking a look at some of the latest adventure fanzine issues (covered in the past) issues of "G", "How's Things?" we explain to their respective Editors, "Go ahead!" they reply. See the pretty little boxes elsewhere.

In the meantime let's continue with the chat aimed towards prospective editors of the world's greatest fanzine (the one you will write, that is).

Advertising: A necessary evil. However, it can provide a welcome shot in the dark balance and can give your fanzine a more respectable image.

After talking to various fanzine editors, it seems ideas for advertising should really begin at home.

For example, it is advisable to look towards local computer shops for either advertising or support and sponsorship. Ready cash

ADVENTURE PROBE

The latest issue of Probe (the May issue at the time of writing) contains the usual variety of reviews, features, hints & tips, letters and other, nameless, stuff. Specifically, there are reviews for both 16-bit and 8-bit computers, a short piece by well-known independent adventure author, Tom Focht, about where the ideas for adventures come from, some news, a few cries for help, hints, a short story, objects encountered in an adventure and what they're used for and...by 'twit! An



TELEPHONE HELPLINE

...and many other services...

ADVERTISING SUBSCRIPTIONS

...and many other services...



article written by me!

Well, well, now there's a surprise (it's all about ex-infomac man Brian Moriarty, by the way - nice man).

If you fancy a squirt at the mag, it only costs £1.50 (write to Adventure Probe, 67 Lloyd Street, Manchester, Salford, M6 6UP. (Back issues are also available.)

ADVENTURE

ADVENTURE CODER

Adventure Coder is the magazine for all adventure authors (new, old, and prospective). It contains sections on individual adventure utilities and more general languages, articles on adventures, design, structure and so on.

Since we last encountered Coder, the mag has split into two. Now, the 8-bit and 16-bit information each have a magazine of their own. Both magazines appear bi-monthly (as there is a Coder, in print form, available every month). Available for only £4.25 from Chris Heaton, 3 West Lane, Teshdon, Nr Shipley, West Yorkshire, BD17 5HD.



SPELLBREAKER

Spellbreaker is the only adventure fanzine that is totally devoted to hints, tips, maps and solutions. True to form, that is what is contained within the covers of the latest issue, along with a letters section and an inquest into the 'Parties Guide to Adventure Adventuring'.

Presented and an essential reference for the future, Spellbreaker is a mere £2.50, more available from Mike Shipfield, 18 Hagler Place, South Parks, Clerveston, Pk.



SPLATT!

Splatt! is, well, different. It only has tenuous links with adventure fanzines since it's more of a 'fun' mag taking the water out of anything and everything.

The latest issue has a cover with the Teenage Mutant Hero Turnips on (actually, this is a colour-try-



numbers cover). Regular cartoon features mix with irregular cartoon features, producing a basket of merriment created by Knurr Koz Gray and her fellow crazies.

Only £1.25 from K. Gray, Cartoon House, 3 Alder Crescent, Oxford, Warrington, Cheshire, W9 8AS.

(and so on) will impress the software house no end.

In addition to the reference, you will also need to supply what your advertising rates should be (the back cover will cost more than a page inside the mag, for example) plus your circulation figure. Obviously, if you sell a lot of fanzines you'll be in demand by the

advertising departments of the software houses!

Deciding on the advertising rates is really hit and miss, although you could compare your proposed rates with other fanzines, or find out what the glossy charge and scale it down.

Actually, a good tip is,

while you are arranging advertising with the local retailers, try to get to know the PR people at the software houses you will be approaching later.

Remember them up by sending them a regular copy

of the mag, phone them up and chat about the 'cine, get to know them. So, when you do approach them for advertising, at least you will not be a stranger and will have more of a chance of succeeding.

POST APOCALYPSE

Last month you may remember that Posty was arrested for putting Satanic messages in this column, and Post Enlightenment took over for a brief time. Now our Posty with the Mosty has been able to escape (with but a plastic spoon, and ten tonnes of xentex), and you will be able to write to him at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Phew... You should've been there, that jail was a right dank hole and no mistake. But I'm back, no more "limbs of satan", just good, honest spittin' n' swearin'.

not going mad!

PS, Codemasters: And I own an Amiga, a 664, and (wait for it) a Megadrive (nah, how lovely) I hear you say and I got it in a sale for 40 pence with Mickey Mouse, blah, blah.

Charles Kloth,
Shames-as-see

RA: Firstly, you're completely mad, and should get professional help (you're also a spazzy git). Here's my top ten ways to kill small mammals:

1. In a blender.
2. With an axe.
3. In the microwave.
4. Get them to eat a piece of coloured cheese.
5. Slice the top off their heads.
6. Smother their bodies in honey and watch them eat themselves.
7. Stick a firework up their bottoms and light it.
8. Eat them.
9. Shoot them.

PERMANENT LIST

Here's my top ten games professors:

1. Virgin Games
2. Ocean
3. Wild Image
4. Polytronix
5. System 3
6. Gamelin
7. Empire
8. Kixx (Ooh)
9. Mastertronic (No, I'm



10. In a washing machine.
(Do not try any of these at home, unless accompanied by a qualified genetic scientist.)

GIMME MORE, MORE, MORE

I have written this letter to give you YC guys a few ideas, because I have thought that instead of getting better it has got worse. You have hardly any reviews on games recently, and in your last mag you only had several! Please put more reviews in.

Here are my ideas:

1. Have a few more pages of tips and cheats.
2. Have more pages in the magazine.
3. Put more **PLAYABLE DEMOS** on the cassette.
4. Have more compes.
5. Have more games on the cassette. On the speedy mags they get two cassettes and ten games.

Please could you do these or else!
Print this letter or else!

Give me letter of its merit or else!

Thomas Bowen,
Northampton

PS. Listen mate, if more games actually came out we'd review them. We can't help it that sometimes in the year the software companies are as prolific as a stamp sticking agency that's run by a team of mules without tongues.

As for more games/games on the cassette, we (and the speedy mags) are now bound by ELSPA (a bunch of interfering coppers in grey suits) to only run two full games on the tape, otherwise they'll come round and shove our favourite toddlers up our bottoms. Oh, and by the way here are my demands:

1. Stop threatening me!
2. Or else!

THE LAST WINGER

I've just started reading the mag after becoming disgusted with others that diversity to the point of nearly covering the whole damn industry.

Actually, I didn't realise how good it is. I especially like the 'style' of writing seen in most of the reviews from the Feb '91 issue (we got it THAT late here!), especially Rick Henderson and Duncan Evans. They manage to inject that sensible type of humour I like so much.

At this stage I must

digest and ask gaming questions. One that has made my copy of Last Ninja 2 a waste is this: I clear the first level then can't find out how to exit to level 2. Help! I wrote to System 3 and they were rude enough to totally ignore me.

Paul's adventure section is quite good by the way. There is one other thing, what about the console? I've got an IBM compatible and have had a C64 for years as the games are much cheaper (as I've more discerning), but the console, is it an upgrade or new product completely?

Please give me help and I will be very grateful. Supporting your prodigious publication would be the least I could do.

Brian Reid,
Perth, Australia

PS. Just when you think you're not getting any like they up and bugger off! Mind you, you've still got the incredibly sarcastic wit of our Jeff, why only the other day he said to me "Isn't it a lovely day?", and it wasn't - what a guy? (Oh Ed)

By the way, do I look like Cootie Eugene? And if you still think I do, Australia's not too far away for me to come over and jig both your legs off you know! Mind you, I think you should send System 3 a jolly rotten letter explaining how you feel (I'd just send them my grandmother myself - after all, she is dead and smells a bit).

The console, it's aw... a C64 with start really! Sorry if that disappointed you.

LETTA OF DA MUNF

LIMBS OF SATAN (AARRGGHH!!)

I would like to wish Rick all the best in his new job with that Amiga (pity) magazine.

Right, now onto some questions:

1. Why are Danes wanting such a high price for the 3D Construction Kit?

2. Is Ghose HQ any good or what?

3. When are you going to shoot that baby?

1,000,000. Have you heard about Orkney and its apparent satanic rituals? If so, it's all lies.

Right, I'm off to feed the goat and light the Ox blood candles, Satan's coming round for tea.

David Bennett, Orkney Islands

PS. Only joking!

PPS. Or am I?

PPPS. Bring back Vic Reeves on telly!

PPPPS. What does PS stand for?

PPPPPS. My hand has got writer's cramp!

PS: Here's a few answers:

1. Because it allows you to build tall buildings?

2. Or what?

3. The baby got bored after a while and has gone off to be a star. Have you seen Minicraft's Brit?

1,000,000 I have as it goes, and my half brother's actually up there at the moment checking you all out.

By the way, PS probably stands for Peed Satanism where you come from.



It's the final heat! Whoever wins this will meet Danielle Woodyatt from US Gold (PR-bod), Jo Bonar from Probe (Programming-type) and our very own Jeff Davy in the glittering final.

(H) united voice of off-screen announcer "These people are the cream of the industry, the top dogs. Who else would know the most trivia. Who else could get the other members of a company to find the answers for them? Who indeed but a Managing Director. So here they are and here it is... the final heat of Computer Boff!"

THE CONTESTANTS:

David Darling (Cademaster): The Darlings are many people's (budget) hero and the Darlings got loads of publicity by being computer "whizzkids" with fast cars and big cash a few years back. David is one of the famous Darling brothers (along with Andy Richard).

Mark Strachan and Dominic Wheatley (Bomark): Another duo, these two have been in the business for years and years with their own company Bomark. They were to enjoy drinking up, especially for weekly (often Bond-related) press photos and they've managed a consistent stream of playable software over the years.

Bernard Dugdale (Elite): He's actually the Sales (and Marketing) Director but is standing in for Elite's MD. He says that if he wins... "I'll spend a couple of hours in the garden with my Ben and Gladys (my favourite flowers) and then sink a couple of pints of Marston's Pedigree Real Ale at the 'Pack of Potatoes' in Birmingham." Cheers!

Tony Kavanagh (Krisalis): Krisalis are, of course, responsible for the megapopular Manchester United - Europe game which has scored so highly this ish and Tony is also an industry

veteran (like a Victorian veteran but without the shrapnel). I.e. he's done it all/seen it all. Go for it!

Henri Coran (Infogrames): Mr Coran is the joint head of one of the bestest French games companies at the moment. All Infogrames games share Henri's good-natured humour and we love him for it.

Geoff Brown (US Gold): Geoff, you may recall, does a mean Elvis impression with a lurch (see Data a few issues back) and is the head of another very old company.

COMPUTER BOFF

(aka "A Clash of the Titans: A Meeting")

ROUND 4: M

He apparently drives a Mercedes Sports Car and likes to Alexander O'Neal and the Bee Gees. What a wide-minded MD he is.

ANSWERS:

1. Mark Strachan and Dominic Wheatley, the famous double-act in the industry.

DO



MD



| | | |
|--|--|---|
| 1. Who are Bomark's MDs? | Dominic W. and Mark S. (The twins) (S... I think that's meant affectionately. Ed) [2] | Mark and Dominic [2] |
| 2. What have Rebelstar, Lords of Chaos and Laser Squad got in common? | They're all spawned of the same development team. [1] | No idea! [0] |
| 3. Which company released The Great Space Race? | Legend. [1] | Legend. [1] |
| 4. Name YC's award for games which got over 50%. | The YC Fun One. [1] | Fun One. [1] |
| 5. Name 3 Infogrames releases. | Genghis Khan, Jeminy Jack Son, Mystical Warriors, Alpha Wars. [3] | Sim City, North and South, Light Corridor, Murders in Space, Alpha Wars. [3] |
| 6. Name 3 Commodore home computers. | Vic-20, C64, C16, Plus/4, Amiga. [3] | C64, C66, Amiga, Plus 4, 6400. [3] |
| 7. Which company has the Hanna Barbera cartoon licenses? | Hi-Tec. [1] | Hi-Tec. [1] |
| 8. How much cheaper is YC than the nearest competition? | Same price as 27"p... 25p less than CP and over £1.00 more than The Board! (Ed Ed) [1/2] | 25p [1] |
| 9. Name 3 golf games. | Pro Golf Simulator, Leaderboard, World Class Leaderboard, Leaderboard Tournament, PGA Tour Golf. [3] | Leaderboard, Links, PGA Tour Golf, Nick Faldo, Greg Norman's Ultimate Golf. [3] |
| 10. Which 80's pop combo were converted into a computer game by Denton Design? | Frankie Goes to Hollywood. [1] | Frankie Goes... [1] |

OFFO OF THE YEAR 1991

ing of Intellectuals The Like of Which Has Ne'er Been Seen Before")

Managing Directors



1. Julian Gollop, as any fate no.
2. Legend software, and it was billed as the most hyped but worst game

3. ever. And where are Legend now?
4. VC Fun One, the spiffiest award ever.
5. Etc... total

6. C64 (natch), C64GS (cheating a bit). Plus 4, C16 (sought), Vic-20, Pet, Amiga and PC (yes, indeed).

7. Hi-Tec (and no more trainer jokes, please!)
8. At least 30p, and sometimes even more!
9. Too many to list
10. Frankie Goes To Hollywood (whatever happened to them, eh?)



| GD | TK | HC | GB |
|--|---|--|---|
| Geminis: M., Mark S. [2] | Mark S. and Dominic W. [2] | Dominic W. and Mark S. [2] | Dominic and Mark. [2] |
| Julian Gollop was responsible for all 3 games. [1] | Julian Gollop. [1] | Released by the same publisher? [1/2] | Bad software/Software Business. [1/2] |
| Legend. [1] | Legend. [1] | No idea! [0] | Legend. [1] |
| VC Fun One. [1] | VC Fun One. [1] | VC Fun One - I know it by heart! [1] | VC Fun One. [1] |
| North and South, Drabbin, Sim City, Captain Blood, Hostages. [0] | Murders in Space, Sim City, Light Corridor, Welltris, Hostages. [0] | Sim City, Mystical, North and South, Hostages, Boto the Ghost. [0] | North and South, Sim City, Alpha Waves, High Energy, Tetris. [0] |
| C16, Plus4, C64, Vic-20, Amiga. [0] | Pet, AMIGA, 64, C16, Plus4. [0] | Amiga 100, C64, C128, Amiga 1000, Amiga 2000. (Er... That's cheating! 50) [0] | Amiga, C64, Vic-20, PC, Pet. [0] |
| Hi-Tec. [1] | Hi-Tec. [1] | Hi-Tec. [1] | Hi-Tec. [1] |
| 30p. [1] | 30p. [0] | 30p, or, 20p! [1] | 20p. [0] |
| Leaderboard, PGA Tour Golf, Golf Construction Kit, Tournament Golf, Jack Nicklaus etc. [0] | Leaderboard, Greg Norman, Players Golf, Hole in One, Jack Nicklaus. [0] | PGA Tour Golf, Jack Nicklaus, Jack Nicklaus Ultimate Golf, Leaderboard, Zany Golf. [0] | World Class Leaderboard, Ultimate Golf, Links, PGA Tour Golf, Risk Factor's Golf. [0] |
| Frankie Goes... [1] | Frankie Goes... [1] | Frankie Goes... [1] | Frankie Goes... [1] |

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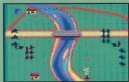
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| 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 | 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 | 121 | 122 | 123 | 124 | 125 | 126 | 127 | 128 | 129 | 130 | 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 | 139 | 140 | 141 | 142 | 143 | 144 | 145 | 146 | 147 | 148 | 149 | 150 | 151 | 152 | 153 | 154 | 155 | 156 | 157 | 158 | 159 | 160 | 161 | 162 | 163 | 164 | 165 | 166 | 167 | 168 | 169 | 170 | 171 | 172 | 173 | 174 | 175 | 176 | 177 | 178 | 179 | 180 | 181 | 182 | 183 | 184 | 185 | 186 | 187 | 188 | 189 | 190 | 191 | 192 | 193 | 194 | 195 | 196 | 197 | 198 | 199 | 200 | 201 | 202 | 203 | 204 | 205 | 206 | 207 | 208 | 209 | 210 | 211 | 212 | 213 | 214 | 215 | 216 | 217 | 218 | 219 | 220 | 221 | 222 | 223 | 224 | 225 | 226 | 227 | 228 | 229 | 230 | 231 | 232 | 233 | 234 | 235 | 236 | 237 | 238 | 239 | 240 | 241 | 242 | 243 | 244 | 245 | 246 | 247 | 248 | 249 | 250 | 251 | 252 | 253 | 254 | 255 | 256 | 257 | 258 | 259 | 260 | 261 | 262 | 263 | 264 | 265 | 266 | 267 | 268 | 269 | 270 | 271 | 272 | 273 | 274 | 275 | 276 | 277 | 278 | 279 | 280 | 281 | 282 | 283 | 284 | 285 | 286 | 287 | 288 | 289 | 290 | 291 | 292 | 293 | 294 | 295 | 296 | 297 | 298 | 299 | 300 | 301 | 302 | 303 | 304 | 305 | 306 | 307 | 308 | 309 | 310 | 311 | 312 | 313 | 314 | 315 | 316 | 317 | 318 | 319 | 320 | 321 | 322 | 323 | 324 | 325 | 326 | 327 | 328 | 329 | 330 | 331 | 332 | 333 | 334 | 335 | 336 | 337 | 338 | 339 | 340 | 341 | 342 | 343 | 344 | 345 | 346 | 347 | 348 | 349 | 350 | 351 | 352 | 353 | 354 | 355 | 356 | 357 | 358 | 359 | 360 | 361 | 362 | 363 | 364 | 365 | 366 | 367 | 368 | 369 | 370 | 371 | 372 | 373 | 374 | 375 | 376 | 377 | 378 | 379 | 380 | 381 | 382 | 383 | 384 | 385 | 386 | 387 | 388 | 389 | 390 | 391 | 392 | 393 | 394 | 395 | 396 | 397 | 398 | 399 | 400 | 401 | 402 | 403 | 404 | 405 | 406 | 407 | 408 | 409 | 410 | 411 | 412 | 413 | 414 | 415 | 416 | 417 | 418 | 419 | 420 | 421 | 422 | 423 | 424 | 425 | 426 | 427 | 428 | 429 | 430 | 431 | 432 | 433 | 434 | 435 | 436 | 437 | 438 | 439 | 440 | 441 | 442 | 443 | 444 | 445 | 446 | 447 | 448 | 449 | 450 | 451 | 452 | 453 | 454 | 455 | 456 | 457 | 458 | 459 | 460 | 461 | 462 | 463 | 464 | 465 | 466 | 467 | 468 | 469 | 470 | 471 | 472 | 473 | 474 | 475 | 476 | 477 | 478 | 479 | 480 | 481 | 482 | 483 | 484 | 485 | 486 | 487 | 488 | 489 | 490 | 491 | 492 | 493 | 494 | 495 | 496 | 497 | 498 | 499 | 500 | 501 | 502 | 503 | 504 | 505 | 506 | 507 | 508 | 509 | 510 | 511 | 512 | 513 | 514 | 515 | 516 | 517 | 518 | 519 | 520 | 521 | 522 | 523 | 524 | 525 | 526 | 527 | 528 | 529 | 530 | 531 | 532 | 533 | 534 | 535 | 536 | 537 | 538 | 539 | 540 | 541 | 542 | 543 | 544 | 545 | 546 | 547 | 548 | 549 | 550 | 551 | 552 | 553 | 554 | 555 | 556 | 557 | 558 | 559 | 560 | 561 | 562 | 563 | 564 | 565 | 566 | 567 | 568 | 569 | 570 | 571 | 572 | 573 | 574 | 575 | 576 | 577 | 578 | 579 | 580 | 581 | 582 | 583 | 584 | 585 | 586 | 587 | 588 | 589 | 590 | 591 | 592 | 593 | 594 | 595 | 596 | 597 | 598 | 599 | 600 | 601 | 602 | 603 | 604 | 605 | 606 | 607 | 608 | 609 | 610 | 611 | 612 | 613 | 614 | 615 | 616 | 617 | 618 | 619 | 620 | 621 | 622 | 623 | 624 | 625 | 626 | 627 | 628 | 629 | 630 | 631 | 632 | 633 | 634 | 635 | 636 | 637 | 638 | 639 | 640 | 641 | 642 | 643 | 644 | 645 | 646 | 647 | 648 | 649 | 650 | 651 | 652 | 653 | 654 | 655 | 656 | 657 | 658 | 659 | 660 | 661 | 662 | 663 | 664 | 665 | 666 | 667 | 668 | 669 | 670 | 671 | 672 | 673 | 674 | 675 | 676 | 677 | 678 | 679 | 680 | 681 | 682 | 683 | 684 | 685 | 686 | 687 | 688 | 689 | 690 | 691 | 692 | 693 | 694 | 695 | 696 | 697 | 698 | 699 | 700 | 701 | 702 | 703 | 704 | 705 | 706 | 707 | 708 | 709 | 710 | 711 | 712 | 713 | 714 | 715 | 716 | 717 | 718 | 719 | 720 | 721 | 722 | 723 | 724 | 725 | 726 | 727 | 728 | 729 | 730 | 731 | 732 | 733 | 734 | 735 | 736 | 737 | 738 | 739 | 740 | 741 | 742 | 743 | 744 | 745 | 746 | 747 | 748 | 749 | 750 | 751 | 752 | 753 | 754 | 755 | 756 | 757 | 758 | 759 | 760 | 761 | 762 | 763 | 764 | 765 | 766 | 767 | 768 | 769 | 770 | 771 | 772 | 773 | 774 | 775 | 776 | 777 | 778 | 779 | 780 | 781 | 782 | 783 | 784 | 785 | 786 | 787 | 788 | 789 | 790 | 791 | 792 | 793 | 794 | 795 | 796 | 797 | 798 | 799 | 800 | 801 | 802 | 803 | 804 | 805 | 806 | 807 | 808 | 809 | 810 | 811 | 812 | 813 | 814 | 815 | 816 | 817 | 818 | 819 | 820 | 821 | 822 | 823 | 824 | 825 | 826 | 827 | 828 | 829 | 830 | 831 | 832 | 833 | 834 | 835 | 836 | 837 | 838 | 839 | 840 | 841 | 842 | 843 | 844 | 845 | 846 | 847 | 848 | 849 | 850 | 851 | 852 | 853 | 854 | 855 | 856 | 857 | 858 | 859 | 860 | 861 | 862 | 863 | 864 | 865 | 866 | 867 | 868 | 869 | 870 | 871 | 872 | 873 | 874 | 875 | 876 | 877 | 878 | 879 | 880 | 881 | 882 | 883 | 884 | 885 | 886 | 887 | 888 | 889 | 890 | 891 | 892 | 893 | 894 | 895 | 896 | 897 | 898 | 899 | 900 | 901 | 902 | 903 | 904 | 905 | 906 | 907 | 908 | 909 | 910 | 911 | 912 | 913 | 914 | 915 | 916 | 917 | 918 | 919 | 920 | 921 | 922 | 923 | 924 | 925 | 926 | 927 | 928 | 929 | 930 | 931 | 932 | 933 | 934 | 935 | 936 | 937 | 938 | 939 | 940 | 941 | 942 | 943 | 944 | 945 | 946 | 947 | 948 | 949 | 950 | 951 | 952 | 953 | 954 | 955 | 956 | 957 | 958 | 959 | 960 | 961 | 962 | 963 | 964 | 965 | 966 | 967 | 968 | 969 | 970 | 971 | 972 | 973 | 974 | 975 | 976 | 977 | 978 | 979 | 980 | 981 | 982 | 983 | 984 | 985 | 986 | 987 | 988 | 989 | 990 | 991 | 992 | 993 | 994 | 995 | 996 | 997 | 998 | 999 | 1000 | 1001 | 1002 | 1003 | 1004 | 1005 | 1006 | 1007 | 1008 | 1009 | 1010 | 1011 | 1012 | 1013 | 1014 | 1015 | 1016 | 1017 | 1018 | 1019 | 1020 | 1021 | 1022 | 1023 | 1024 | 1025 | 1026 | 1027 | 1028 | 1029 | 1030 | 1031 | 1032 | 1033 | 1034 | 1035 | 1036 | 1037 | 1038 | 1039 | 1040 | 1041 | 1042 | 1043 | 1044 | 1045 | 1046 | 1047 | 1048 | 1049 | 1050 | 1051 | 1052 | 1053 | 1054 | 1055 | 1056 | 1057 | 1058 | 1059 | 1060 | 1061 | 1062 | 1063 | 1064 | 1065 | 1066 | 1067 | 1068 | 1069 | 1070 | 1071 | 1072 | 1073 | 1074 | 1075 | 1076 | 1077 | 1078 | 1079 | 1080 | 1081 | 1082 | 1083 | 1084 | 1085 | 1086 | 1087 | 1088 | 1089 | 1090 | 1091 | 1092 | 1093 | 1094 | 1095 | 1096 | 1097 | 1098 | 1099 | 1100 | 1101 | 1102 | 1103 | 1104 | 1105 | 1106 | 1107 | 1108 | 1109 | 1110 | 1111 | 1112 | 1113 | 1114 | 1115 | 1116 | 1117 | 1118 | 1119 | 1120 | 1121 | 1122 | 1123 | 1124 | 1125 | 1126 | 1127 | 1128 | 1129 | 1130 | 1131 | 1132 | 1133 | 1134 | 1135 | 1136 | 1137 | 1138 | 1139 | 1140 | 1141 | 1142 | 1143 | 1144 | 1145 | 1146 | 1147 | 1148 | 1149 | 1150 | 1151 | 1152 | 1153 | 1154 | 1155 | 1156 | 1157 | 1158 | 1159 | 1160 | 1161 | 1162 | 1163 | 1164 | 1165 | 1166 | 1167 | 1168 | 1169 | 1170 | 1171 | 1172 | 1173 | 1174 | 1175 | 1176 | 1177 | 1178 | 1179 | 1180 | 1181 | 1182 | 1183 | 1184 | 1185 | 1186 | 1187 | 1188 | 1189 | 1190 | 1191 | 1192 | 1193 | 1194 | 1195 | 1196 | 1197 | 1198 | 1199 | 1200 | 1201 | 1202 | 1203 | 1204 | 1205 | 1206 | 1207 | 1208 | 1209 | 1210 | 1211 | 1212 | 1213 | 1214 | 1215 | 1216 | 1217 | 1218 | 1219 | 1220 | 1221 | 1222 | 1223 | 1224 | 1225 | 1226 | 1227 | 1228 | 1229 | 1230 | 1231 | 1232 | 1233 | 1234 | 1235 | 1236 | 1237 | 1238 | 1239 | 1240 | 1241 | 1242 | 1243 | 1244 | 1245 | 1246 | 1247 | 1248 | 1249 | 1250 | 1251 | 1252 | 1253 | 1254 | 1255 | 1256 | 1257 | 1258 | 1259 | 1260 | 1261 | 1262 | 1263 | 1264 | 1265 | 1266 | 1267 | 1268 | 1269 | 1270 | 1271 | 1272 | 1273 | 1274 | 1275 | 1276 | 1277 | 1278 | 1279 | 1280 | 1281 | 1282 | 1283 | 1284 | 1285 | 1286 | 1287 | 1288 | 1289 | 1290 | 1291 | 1292 | 1293 | 1294 | 1295 | 1296 | 1297 | 1298 | 1299 | 1300 | 1301 | 1302 | 1303 | 1304 | 1305 | 1306 | 1307 | 1308 | 1309 | 1310 | 1311 | 1312 | 1313 | 1314 | 1315 | 1316 | 1317 | 1318 | 1319 | 1320 | 1321 | 1322 | 1323 | 1324 | 1325 | 1326 | 1327 | 1328 | 1329 | 1330 | 1331 | 1332 | 1333 | 1334 | 1335 | 1336 | 1337 | 1338 | 1339 | 1340 | 1341 | 1342 | 1343 | 1344 | 1345 | 1346 | 1347 | 1348 | 1349 | 1350 | 1351 | 1352 | 1353 | 1354 | 1355 | 1356 | 1357 | 1358 | 1359 | 1360 | 1361 | 1362 | 1363 | 1364 | 1365 | 1366 | 1367 | 1368 | 1369 | 1370 | 1371 | 1372 | 1373 | 1374 | 1375 | 1376 | 1377 | 1378 | 1379 | 1380 | 1381 | 1382 | 1383 | 1384 | 1385 | 1386 | 1387 | 1388 | 1389 | 1390 | 1391 | 1392 | 1393 | 1394 | 1395 | 1396 | 1397 | 1398 | 1399 | 1400 | 1401 | 1402 | 1403 | 1404 | 1405 | 1406 | 1407 | 1408 | 1409 | 1410 | 1411 | 1412 | 1413 | 1414 | 1415 | 1416 | 1417 | 1418 | 1419 | 1420 | 1421 | 1422 | 1423 | 1424 | 1425 | 1426 | 1427 | 1428 | 1429 | 1430 | 1431 | 1432 | 1433 | 1434 | 1435 | 1436 | 1437 | 1438 | 1439 | 1440 | 1441 | 1442 | 1443 | 1444 | 1445 | 1446 | 1447 | 1448 | 1449 | 1450 | 1451 | 1452 | 1453 | 1454 | 1455 | 1456 | 1457 | 1458 | 1459 | 1460 | 1461 | 1462 | 1463 | 1464 | 1465 | 1466 | 1467 | 1468 | 1469 | 1470 | 1471 | 1472 | 1473 | 1474 | 1475 | 1476 | 1477 | 1478 | 1479 | 1480 | 1481 | 1482 | 1483 | 1484 | 1485 | 1486 | 1487 | 1488 | 1489 | 1490 | 1491 | 1492 | 1493 | 1494 | 1495 | 1496 | 1497 | 1498 | 1499 | 1500 | 1501 | 1502 | 1503 | 1504 | 1505 | 1506 | 1507 | 1508 | 1509 | 1510 | 1511 | 1512 | 1513 | 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[illegible]



O AM, the action of battle, the smell of gunpowder and the thunder of horses hooves! There's nowhere I'd rather be than the battlefields of the US Civil War!



O fast on, get on, get on, get on the groovy train as you scurry towards the front of the train where a large amount of shiny, sparkly, polished gold coinage awaits you! And wouldn't you run the length of a train for that?



NO MORE HEROES

Jason Miller came to town, riding on his pony, put a feather in his cap and called it Macaroni. We knew he was odd, but not that odd!

Anybody famous heroes de B.O. can send "Les Turloups Dieu", sacre bleu! What is happening? (You seem to have gone completely mad!) It's they're at it again - those Frenchies just love their simulations and now we get to be bombarded with them as they cross the channel in droves.

Maybe it's because De Gaulle did very little evading himself when he was President of France. I guess it's about time they had a bit of success with their simulations. They need some much good of the real thing.

North and South has (thankfully) absolutely nothing to do with Lucky American railroaders. In ITV, except for the fact that it's based on the American civil war - between the

Yankees and the Confederates. You have the choice of being either a Fed, so you can send the Yankees back on his pony with his tail between his legs or a Yankee, which means you can give those Southern Fed Yankees a good thrashing.

Either way, the aim of the game is to make the other part of your opponent and take their booty. Victory is achieved by eliminating all of the opposing armies.

Once you have chosen your side and the year in which the war is to take place, you are presented with a map of the US divided into states. For the first few games, you're able to just walk into neighbouring territory as all the territory is yours (Caveat).

However, the game is on foot as the game is on foot and you can't get the strategy to



BIRTH AND DEATH



smack it out over land. The units which go to make up the army are, the Artillery, Cavalry and Infantry. Each basically has the same abilities, which is to attack or be attacked. The Cavalry, Artillery and Infantry can move up and down and forward when on attack. On defence and charge across the battlefield and the infantry fire volleys at each other.

In the battle has

commenced and you see that you are getting attacked, you can retreat, which can be very important if you've attacked a much stronger enemy, you'll go along the same as Haze the British captain in World War One by sticking around. There are not supposed to be land wars by donkeys (very deep lol).

As well as the cut-out lighting, there's the chance to capture forts and railroad tracks (yes, wood). The flags on the map represent which side's territory is taken and where the fort is. You can conquer a fort by running against it, and without the assistance of the Cavalry, forcing an enemy to fight, and avoiding exploring dynamic booby-traps.

You can capture trains in the same style, jumping on board and then running along the top. If you capture the train, you get the other side's gold. Sneaky, huh?

Whilst all this is going on, you are gaining gold which will enable you to have a new army, the

CREDIT CARD

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NAME: North & South.
SUPPLIER: Infogrames.
PRICE: £19.99 tape, £19.99 disk.
RELEASE DATE: Out now.

OVERALL

85%

An outstanding, comic simulation of the American Civil War.

moment enough is slashed in your side.

Wealth plays a great part, you can be like John Major (no the enemy of their taxes, like he takes the people's money by Paul Teal) bit of politics, there, my names Jason Miller, Goodnight, I've just simply capture territory, blocking their going and then all the money will go to your bank.

You could be right in thinking that it all sounds quite easy, well, possibly, except that Infogrames has added some real going for you to consider and you're not complete without disasters, that's why there are those!

The storm stops you from moving for a turn and it's gone, the Indians will destroy you as they do not take any crap from a whiteman. So do not become their

prey and become too greedy when taking land, as an attack from the Indians could seriously put an end to the war for you.

And do not even think of eating the Mexican from his sticks as he's probably recovering from a few too many Tequilas. He occasionally jabs a bomb off. There and that's no bomb.

North and South is a fast, action-packed and rather very game. The graphics are the only letdown but in saying that, they're fantastic when fighting for the fort and during the attack, although when in battle all the hard work put into the rest seems wasted. The graphics are a bit flat and shadowy.

But what the hell! One little thing like that does not take away the thrill and joy you get from North & South.



COMPETITION

THE YC GOODY BAG



Well bottle my brew and throw the tea bag out of the window! Have we got a totally amazing array of prizes for you lucky people this month! We've gone completely out of our way to bag bags of goodies from gullible software houses and record companies in a vain attempt to make YC look very generous indeed. No questions asked, y'know what I mean?

All you have to do is send in a postcard with the name of the prize you would like, addressed to "THE YC GOODY BAG", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF and you could be in with a good chance of winning several scrummy prizes.

Send in one postcard for each prize, or send several postcards in one big envelope with 'LOADSAPRIZES' scribbled on the front to enter a few.



10 LINDY LAYTON ALBUMS

Remember that person who tripped around with Goats International for a while? Well she now has her own solo album out and jolly good it is too! If the idea of bopping with Lindy all night appeals, write "LINDY LAYTON" on your postcard. It's as simple as that!

5 NORTHSIDE ALBUMS

Northside might come from pop North, where whippersnappers and man in flat caps roam the streets (Gus not from Northern readers) but they certainly can cash fine pop songs, such as their last single "Take It" which bounced into the charts earlier this month. Well, they're doing an LP and you could win one by writing "NORTHSIDE LP" on a postcard.



5 NORTHSIDE POSTERS

If you're a fan of Northside, you'd probably like nothing more than to shove a poster up on your wall (next to all the rather cooking ones YC's provided you with already, no doubt).

So pick up your crayons and write "NORTHSIDE POSTER" on a postcard and their little faces could be staring down at you before you can utter "It's gimme North".



DOODY BAG



5 NORTH AND SOUTH POSTERS

If the harsh reality of war seems too much, you could stare at one of these posters all day and just pretend you're there. These occasionally friendly posters are going to be given to the people who write "NORTH AND SOUTH POSTERS" on their postcard. Well, five people anyway.



5 ST. ETIENNE SINGLES

This summer could be topped away to this (almost) brand new poppy dance band. Currently working on their first album, St Etienne could

well be very big before you can say "Several striking St Etienne singles introduced with sonic business". And, lucky readers, all you have to do is write "St Etienne SINGLES" on a postcard and address it to us!

5 NORTH AND SOUTH GAMES

Do you want to know what it was like to fight in the American Civil War? Well, instead of transporting you back in time and throwing you into the middle of a blazing battlefield, we at NC thought it might be a nice idea to let some of you lucky readers experience it in your own home.

So we gathered together the NC posse and 5 readers who write in with "NORTH AND SOUTH GAMES" written on their postcard will have their house stormed and burnt to the ground and their family shot by several thousand angry people on horses. Surely you mean "will win a copy of Infogrames excellent Civil War game"? Eh, runners-up will get a rather generous £1.50 voucher to spend on any game ordered direct from Infogrames. Aren't they kind?



25 WORLD CUP SOCCER POSTERS

Certainly a contender for the spiffiest football poster of the month, if you would like to decorate your bedroom with one of these spectacularly designed large wallcharts, simply write "WCS POSTER" on your postcard.



5 WORLD CUP SOCCER GAMES

Read the review? Dying to see the game? I bet you are! This fast-flicking experience comes from bits and out of the kindness of their hearts they are offering 5 copies to the readers chosen out of a hat with "WCS GAMES" written on their card.



**ALL ENTRIES
SHOULD BE IN
BY
1 AUGUST 1991**

In 1872 the space probe Pioneer 10 passed Jupiter, left the solar system, and went deep into space carrying a plaque showing terrestrial beings (That's us, folks). Now it's 2025 (Blast, how time flies) and Pioneer has returned - along with space pirates who have disabled the craft, resulting in possible destruction for the Earth. Your task is to locate the ship's computer and avoid being splattered into the universe along with the rest of the Earth's population when the ship explodes.

Well, are we all ciled up and ready to go (Cii-er!) and become a hero? Extreme is based on the idea of a turnabout therefore the game is half blast-em-up and puzzle (majority blast, turnabout with no missing around).

So don't delay, go ahead and get your check!



Q Having been belted by a man driving a rather large coach in the race, you're off for a quick dip in the pool – the odd word?



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NAME: Extrema.
 CATEGORY: Digital Integration.
 PRICE: \$4.95 tape, \$12.95 disk.
 BUY FROM: See: Chat now.

80%

A carking robot action game that'll keep you hooked with its fiendish gameplay.

STRATEGY ADVENTURE

C64 disks only

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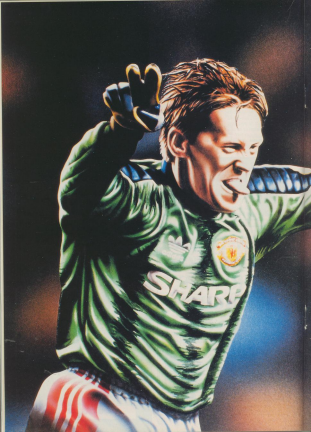


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MISAD

VENTURE



In which Paul Rigby starts a new course of potent medication and takes a hazy look at this month's new adventures.

CAST OF CHARACTERS:

- **MAN**
- **PHANTOM CLUB COMEDIAN**
- **JAMES F. POINTLESS**
- **BERTHUM SPONSOR**

[Sounds of Arctic high-speed wind rushing through a paper-thin tent. Chattering teeth. Howls of the huskies. Focused face of man appears behind tent-flap - removes oxygen mask]

This week, er, month, damn what day is it [curses]...blast, dropped my ice pick...Misadventure comes to you on location from the Games wastes of...[Rapt wind draws out sound]...comes from the top of the lamp post situated at the corner of Milton Road, Stockton-On-Tees.

Here, at base camp three, at the tremendous height of 18 feet - oxygen is scarce, frostbite is rampant, food is fast running out.

[Camera pans to the ground where a small tent, bathed in pleasant night-light, stands sprawled looking an ice cream]

So, for my loyal Misadventurers, I'll use that out my C&A, a special "on-

location" adventure volume...[blasted forces man back into tent - meanwhile, on the ground, someone calls the Fire Brigade].

REVIEWS

GAME - BOUNTY HUNTER (DISK £) PRICE - £2.50 (DISK); £2.50 (TAPE). UK POST FREE ELSEWHERE ADD £1.00

Bounty Hunter is the latest Rig-Flooding-River game to hit the Comms. Wrapped up in 135 locations complete with a map, documentation and a hint sheet.

The game deals with that well-known sexually transmitted disease - Virids. Well, actually they (yes, they) are mono-viral organisms. But you guessed that already didn't you?

The first experimental batch of 22 specimens was on the way to HQ (to compete in the Mars versus Pluto inter-planetary footie match) when the ship carrying the cargo threw a wobbler and crashed (blood

everywhere) on the planet of Karskata.

The Federation can remember Karskata as a quite nicely uninhabited place, until for human habitation - then it was renamed Milton Keynes (no, hell, no, really, hell, but seriously, but seriously, my mother-in-law - my mother-in-law is so fat, she's so...thump.)

Sorry, that was an unwelcome intrusion by the Phantom Club Comedian. Back to the plot, Michael. Colonists once staffed the deserted buildings but they

are now under the rule of the planet's natural elements.

Add the fact that Karskata lies rather too close to some enemy strongholds and you can guess why this

landing on the planet and looking for the Virids they cannot, at the same time, be allowed to fall into enemy hands. They weigh an absolute ton, for one thing - probably resulting in many sprained wrists, and contusions (bless you).

This is where you, the mercenary, come in (yes, no, yes, really, yes, indeed, let me help, I know a mercenary - he was soooo fat this mercenary...sooo fat that...thump, crack! Sorry, Phantom Club Comedian again - ahem.

Your mission is to seek and destroy the 22 escaped virids.

Bounty Hunter, which loads quickly via the Freeze Machine load sequence, uses fairly short location



planet has never been re-colonised.

That, and the overwrought and unexcited text...but that's another story.

However, while the Federation cannot risk a direct confrontation by

descriptions written with yellow text on a black screen - probably the best colour-coded combination. There is also a score routine telling you how many Virids you have killed.

It is a shame that it

RES

doesn't have the old-fash Spectrator-version feature of 1500 locations. But then, who needs em, eh?

Most of these locations were not really locations anyway. Nothing happened in them. The essential story-based locations (the active locations, that is) are still intact in the Cornish version.

Puzzle quality is pretty nifty. Odd, seemingly meaningless objects will require lateral thinking if you are decipher what is required in a specific location.

Bounty Hunter is low on gloss but high on sheer design quality. It may look like an old fashioned adventure with no gimmicks to keep you gasping but the gameplay makes you quickly forget such nonsense. Recommended.

RATING - 77%

INTERLUDE - THE SEARCH FOR SPOCK

[Cut from arctic wastes at the top of the lamp-post to an empty planet. Silence. Stars. The odd meteorite. The planet Orfal. James T. Kirkless, intrepid something-or-other, searches for signs of retelling life on the planet Orfal.]

[His. Boop] Very little evidence of shopping facilities here...there don't seem to be any large supermarkets. There may be some on this corner grocery store behind those rocks, but it's difficult to tell from this angle. It does seem to suggest that most of the shopping here is by direct mail...[His. Boop]

[Cut back to arctic lamp-post. Man talks through chopped lips]. Thanks James. Starting stuff, I'm sure you'll agree. Move past two of the columns...

**GAME - DOMES OF SHA ;
MISER : JACK & THE
BEASTTALK (DISK 4)
PRICE - £4.99 (DISK).**

**DOMES OF SHA AND
MISER (TAPE) £2.99 ;
JACK & THE BEASTTALK
(WITH THE CHALLENGER)
£2.99.**

Disk Four (so what happened to the other three? Don't look at me I haven't got them) in River's box of goodies gives you excellent value for your cash with three adventures.

Domes of Sha is set on the planet Omesa, a war-ravaged land. It tells the tale of the Sha tribe (so called because of the impatient historian who was in too much of a damned hurry to completely hear what the full name of this gentle people actually was. He only caught the first three letters) who, apparently, have waited some time for your arrival.

Six domes encircle the valley. Your job is to find the secret of them. You set out to release the tribe from the Cold Fear (that prevents them from leaving the valley), together with Grant - your faithful semi-intelligent man-type thing, person, ape-ish creature chappie.

Domes features many

reversed map-making sessions with the inclusion of many UP and DOWN directions (competing with IN and OUT which, added to the usual directions, makes for a messy map if you're not careful).

Domes of Sha is well-designed and simply presented with a very good puzzle quality and plot. The inclusion of Grant, for example, makes for a different set of puzzle-types as you must interact with this non-player

character to uncover objects or ret pass obstacles.

Next in the list is Miser - a festive



adventure - there's timing for you, isn't a Scrooge story, in fact. [Sneered?]

Sneered? There was this girl, see, this girl, right, nudges, nudges, down the pub, down the pub. 'Hi I said, I said, excuse me, what's a nice girl like you doing?' -Bram, oink, gamelle]

Sorry, Phantom Club Caravan, again, and that was Scrooge, bub, Scrooge. Any road up, after a visit by the usual ghostly apparitions

you will need to complete 12 good deeds to complete this adventure.

Half the job is to find exactly what good deeds are that you need to undertake. This is done by talking to different people. With black text on a grey background Miser is an engaging game which will baffle many an adventurer. Miser is not exactly tough. Just tricky.

Finally, Jack & the Beasttale follows the classic fairy story. Basically, you must find the golden egg and bring it home to mum. (Has a similar presentation to Miser and is a pleasant frolic but it never really grips your loins to any great extent).

The bottom line? The computation disk's strongest title is Domes of Sha, with Miser, a good game running in second. Jack pulls in third as a happy freebie.

DISK RATING - 73%

All games can be acquired from :
**HYPER SOFTWARE, 44
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LANTHURNE, CT2 3AL.
(CHARGES PAYABLE TO
J.A. LOCKWORTH)**

[Back to the scene of the lamp-post. Two straggling legs are seen to appear here under the pile of seven policemen and four firemen as they lead the man away. The BBCA lead away the seventeen hussies while the BBC report from whether in the region of Shotton-on-Tees]

Finally a word from our sponsor -

[Bartem Sponsor steps to the podium. Small glasses, white coat, grey frizzy hair - one all situated in a bag on his chair. He addresses the audience naked and bald - with a squint]

"Penguins, yes, penguins. What relevance do penguins have on the furtherance of medical science? Well, strangely enough quite a lot, a major breakthrough, maybe, it was from such an unlikely beginning as an unwanted fungus accidentally growing on a sterile plate that Sir Alexander Fleming gave the world penicillin. Would Albert Einstein ever have hit upon the theory of relativity if he hadn't been so clever? Would Rutherford ever have split the atom if he hadn't tried? Could Marconi have invented the radio if he hadn't by pure chance spent years working on the problem?

Nevertheless scientists believe that these penguins, these comic flightless, web-toed little bastards may finally unwittingly help man to fathom the uncharted depths of the human mind."

You can write to Paul Rigby (and find out what on earth he's on about) at Misadventures, YC, 20 Pattern Lane, Kilmarnock, Midlothian, MK11 3NF - you could win a penguin!

NEXT MONTH

IN THE MAGAZINE
THAT BRINGS A
SMILE TO YOUR
FACE AND A
SHOCK TO OUR
RIVALS...

YET ANOTHER COVER TAPE:

YC's pet programmer Richard Taylor
spirits up another game for the tape.
Plus! Several other stonky games and
demos.

THE COMPUTER BOFFO FINAL:

At last, the grand finale of everyone's
favourite quiz. A programmer, PR bod,
YC writer and MD clash at last in a
special last round.



CODE MASTERS PROFILE:

YC looks behind the scenes of Britain's best-known budget software company and says: "Why do Code Masters games taste so good?"

THE RAMPARTS CHALLENGE:

The YC Unruly-Squad grab a supply of ten-pence pieces and bother Denmark for a few games of the mega Ramparts arcade game. Who is the Ramparts King/Queen?

PLUS: Many pages stuffed full of news, reviews, compos, cheats and so much more that you'll spend the whole month reading it!

YC AUGUST '91 -

Sunny side up, just the way you like!

OUT JULY 26

Remember, folks - Because we're always burrowing away in the YC office for ever-more exciting features, we might get it into our heads that we want to swap everything in the next ish about. So please don't come running to us when we've put something even better and more exciting in the magazine than anything else we've mentioned before, OK?

Please! Newsie, I'd rather like you to reserve me a copy of the ever-so-spiffy YC every month.

In return, I'll hand over my pocket money for you to spend on whatever you like, and I certainly wouldn't do that for every Tom, Dick and Harry of a computer magazine.

MY NAME

MY ADDRESS

Give this to your local paper shop before it blows away!

P.P. HAMMER

AND HIS PNEUMATIC WEAPON



Meet P.P.—a man with a mission. Help him clear out over 50,000 screens of treasure, potions, and secret rooms before his time runs out!

With 19 caverns to work through, from cold ice caves to blazing pyramids, it's just as well P.P. has brought his secret weapon—a pneumatic drill! Use the drill

to dig through floors, find keys to open doors, avoid traps, wandering monsters, and use the magic potions to grab all you can.

Pleanty of features and puzzles will ensure that you need all your wits in this fast moving action adventure. So get your weapon out and start digging!!!

Available on Amiga at £25.50 and C64 at £11.25 tape, £15.31 disc.

Screenshots from Amiga version. Please check availability of different formats.

DEMONWARE



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WORLD CHAMPIONSHIP

There was a time when Jason Miller could be seen on the terraces at Real Madrid, so with Risk busy at YA, we gave him the title of "Footie expert" for the issue and handed him Elite's latest...

W hat can I say about World Championship Soccer by Elite? There I was, pondering with the joystick, ready to make this foxy

simulation, when I realized the amazing amount of foxy games that are around today. We have a fair old few to choose from these days, since

Gascoigne's team put soccer back at the

top last year.

The sound of the words "World Championship Soccer" take me back to the World Cup last summer. The Camerouns with their beat-'em-up tactics, and plump Maradona with his head that scored more goals than the rest of the Argies put together.

But what was the govt? Every soccer fan knows that foxy soccer is a game. It's fun for absolute beginners and experts for jet flyers, or maybe those Italian spliffers (as they used to rub our faces in the ground after beating us (England, 2-1 in the World Cup in Italy. Not harder the Italians or even the Germans brought about "World Championship Soccer".

Please stop with me on this one, don't think, "why the hell is he talking a load of rubbish?", all when you play "W.C.S." you will not be taking foolery - but playing a foxy Elite, but they do are for fresh punts. Let's face it, Paul Gascoigne would be more successful playing for

Lazio on outches than this game is at being a great foxy sim.

Elite had a highly successful and popular arcade soccer game, which has now been brought to home computers by Elite Systems. Well, Elite they have been highly successful but Elite was put around to that game stand.

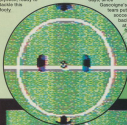
Now for the tactics business, a phrase for the like your horizon. Linaker, Maradona.

You have the choice of 24 international teams and - yes - even the chance to select the eleven players for your team. For me, competition isn't a you, enough to make you queer in your stupid boots. A chance to win? You have what I take to, what the cup from the holder.

Talk to no referee in an easy task since you have to qualify before you're allowed to play against the champs of football. Once you have selected the team you wish to play, make a note of their numerical qualifications, and to this too being the best. The U.S.S.R. seem without a doubt the team to be reckoned with, as skill, speed, defence and their keeper are all above four.

The tactical aspect within will give you a run-down of your players and their abilities. Look at the stats when before you choose your team so that you give you the player's controlling, and tactical value in comparison with their other team-mates. Team selection is a major factor if the cup is to be on the plane home with you.

Once the team is chosen, you'll have a chance for a practice or put yourself in at the deep end. You'll be amongst one of the six groups, each group containing four members just like the real World Cup.





YC PHOTO STORY

Words: Alice Page & Jeff Davy

Pictures: Jeff Davy

Steven Spadde and his family had recently moved to a new neighborhood...



Bye Mom, I'm off to work!



I really like my job at the local computer shop, but the hours are so long that I haven't had time to make any friends...



...And I wish I had a girlfriend, too. Cool! Like that beautiful model over there!



Excuse!



Later...

I wonder if the new issue of YC is out yet?



KERRRACK!!!



my job is
to make
hours
that I
come to
ends...



Sorry!



What a
dumbass!

Oh, it's the
last copy,
they always
sell out so
fast!

Er... You can have
it, I'll buy Your
Amiga instead.



Oh no, I'll
miss my friend!



I've got to
rush, so...
thanks, so
you.



Oh no, I
might never
see him again!



At the weekend...

Oh, a computer
games shop,
perhaps they've
got that new
game I read
about in YC.



Have you
got...



It's here!

It's here!



THE

END!!!

WIN 5 KODAK FUN CAMERAS!

In an act of boundless generosity, Kodak and YC have got together to offer you the chance to win a Kodak Fun Camera. One of these would normally set you back at least a fiver but you can get your mitts on one of these small, light and tough cameras by answering the following (jolly-prazzy) questions:

Name the three members of the YC staff in this photo story.

Send your entries to:
"Fun in the Sun Contest",
YC,
20 Potters Lane,
Millon Keynes,
MK11 3NF.

All entries should be in by
August 1st 1991 and the
editor's decision is final.



COMPETITIONS

EVERYONE'S A WINNER (BABY)

The WC Office Fairy has been busy this week picking out all the lucky winners of the weekly contests that have appeared over the past few months. We were glad to see so many folks entering like Danny Daxos, Stephen King, and Gary Kemp! If you see your name printed on the following pages, firstly Congratulations "Big Head" and secondly and most importantly DON'T MISS OUT! All your names and addresses have been sent to the lovely PR people who offered the prizes, so if you don't receive them in 28 days then get in touch with the Company itself!

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

We asked you to name the (A) Office for the Future, the prize winners got a set of Monty Python videos and the game, (B) turners on various the name.

Neil Patrick Harris, *Malcolm in the Middle*
 Ted Danson, *Malcolm in the Middle*
 William "The C Spangled" Sherry, *Malcolm in the Middle*
 Michael Jones, Birmingham
 "SPANGELLER" Dean Scott, *Malcolm in the Middle*
 Corey "The C Spangled" Sherry, *Malcolm in the Middle*
 Neil Patrick Harris, *Malcolm in the Middle*
 "HAMLET" Anthony Powell, *Malcolm in the Middle*
 Dean Scott, *Malcolm in the Middle*

Small Prizes, Arcs, Type & Hair
"GIRL ON A MOUNTAIN", Ed
Wain; "THE MAN", P. J. Harvey;
Chameleon "STYLISH", El-
lowe-Grove; Paul Taylor,
Dorothy "SADIE", Dean
Manning; Dimple "MAN", Colin
Sparks; "HARRY HARRISON
HARRISON", Anthony Polun

MAHONEY, Geoffrey Nathan
MAHONEY, Geoffrey Nathan
WACKER, Steven Martin "BOB",
last Surname "WACK", David
Dennis, Indianapolis "BOB"

[illegible]

I WANT MY MONEY

**COMPO - Sept 1990 -
Museum of The Moving
Image**

Full Price: Family Ticket to Miami, 2 posters, 100MM programme and 100MM.

Charles C. Cunniff, 44 Mount Pleasant,
Hartford, 383-0434, 10/13/97

JACKET ALL IN COMPS.

U S Gold - October 1990
 Fall Price - Flying jacket and copy
 of UH Squidron - Kala Petros,
 Barboursville

Send Prizes: Copy of *I, M*
Squadron: Mark Saunders,
 Kershaw, 11 Steel, Brington, 17
 Williams, Pudding. No name, 28
 Woodstock Road, Gosport Green,
 16 11 C Ware, Highhead, Paul
 Smith, Gillingham, Jonathan Ware,
 Tipton, Andrew Jagger, Pothop,
 Muxa Schmitt, Brumby.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

Figure 6

Bar chart showing the number of cases by age group and sex.

| Age Group | Sex | Number of Cases |
|-----------|--------|-----------------|
| 0-9 | Male | ~10 |
| | Female | ~10 |
| 10-19 | Male | ~10 |
| | Female | ~10 |
| 20-29 | Male | ~10 |
| | Female | ~10 |
| 30-39 | Male | ~10 |
| | Female | ~10 |
| 40-49 | Male | ~10 |
| | Female | ~10 |
| 50-59 | Male | ~10 |
| | Female | ~10 |
| 60-69 | Male | ~10 |
| | Female | ~10 |
| 70-79 | Male | ~10 |
| | Female | ~10 |
| 80-89 | Male | ~10 |
| | Female | ~10 |
| 90+ | Male | ~10 |
| | Female | ~10 |

Abstract

1st Prize - A Cockroach at
London Zoo, 4 tickets to see it,
copy of *Bl. Dragon*, Copy of *Q&A*
- Matthew Gibson, *Games*
magazine

2nd Prize - Copy of *33 Oregon*
Michael Haeck, Gloucester
"COUGLES", P. Stephens, Salem
John, "COUGS", Jan Webster,
Bastin, "COUGARS", David
Thomas, Kirby-in-Portland "B",
Mark Brown, Litchfield,
"COUGERS", Steven Barker,
Stam, "COHAR", Chris
Mappley, Camarillo, "COUG", D
A Turrain, Woodstock, "COUG",
Chris Lane, Shattuck Road, Harris,
"COUG", D. Swinson, Northolt,
and 10 copies

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

WHAT WE

January saw the start of the FC
County Cup, where lots of people
stand the chance of winning
brandy bottles - it's amazing what
lengths some of you want to go
to win a £1.50 bottle!

10 Lotus Esprit: 7 Shirts -
Charles
 Philip Hutchinson, Wokingham, Ems
 Hill Ho, (Sheffield), Mark (Kasson),
 Martin-G-Lynn, J W (Barland),
 London, Michael Wilson,
 Ballymore, Michael Jones,
 Quincey, M Huxham, Doncaster, G
 Rowan, Doncaster, A Smith,
 Margate, J Crockett, Essex

Ed: L. H. Galt, Jr. (Correspondent):
22 Eastwoodhill, Shipley, J. Forthwaite,
Stroudwater, Llanelli, Carmarthen, Mid.

Olson, Richard (Rev.),
Loughborough, Stuart Brown,
Gateshead, Richard Ellis, Dr
Maggie Phipps, Tarnsley, London,
Daniel Ellis, Manchester, Tapscott
Sumner, Cheshamstead, P M Pitt,
London, Jonathan Crompton, Soc
Mission, J Kenneth, Cardiff, Dr
Helen, Esher, Edward Clayton,
Hillingdon, Mrs M Barber,
Leighton, Matthew Nelson, Dudley,
Philip Jolly, Gillingham, James
Wiley, Chislehurst, M Hurston,
Southport, Frances Collins, Mrs
S Stanford, Gwent, Wynne
Robertson, Bamberley, Philip
McKinnon, London, Les Brown,
Walsingham, Margaret Haslam,
Wrexham, Graham Baines,
London, Les Swinson, Twicken,
No Man, Caversham Court,
Woking, Sir Wylis W, Stafford,
Terry Birmingham, Chesham, Gary
Goss, Kent, Russell Bartlett,
Polegate, P & Turner, Lincoln,
Martin Black, West Lough, Lloyd
Fitzpatrick, Gwent, Matthew
Whelan, Stone (00), Steven King,
Kendal, Carol Simpson, Leeds,
Janine Baker, Dudley, Dr David
Bakerston, Nines Poreed,
Epsom, Mark Pearson, Ashford
LE16 9J, Gary Preece, Haverhill,
Dr R Stanford, London, Daniel
Widdow, Woking, Ellis
Widdow, Woking, Dr
Widdow, Woking, Dr W Widdow,
Farnborough, Michael Wilson,
Bournemouth

DOI: 10.1002/for

James Willey, Norfolk, Jeremy
Cawthra, South Island, Mary-
Lou Tansley, London, Kim-
on Ho, Sheffield, Gary Cox,
Swanley, Lee Rogers, Stoke-on-
Trent, M Hudson, Gloucester,
Stephen Horne, Folkestone, P A
Turner, Lincoln, Pippal Bartlett,
Aldridge, Dorset, Fallowell,
Woking, Philip Hutchinson,
Wootton, Tony Bingham,
Grove, M W Johnson,
Norway, David Ellis, Chebsey,
Michael Wall, Ballymore,
Richard Hall, Dromsley, D Steel,
Cambridge, D Cascardelli, Bridgely,
Tasmania, O'Brien, etc.

THE LIFE OF JOHN HENNING

U N 0019
D Steel, Columbia, Nicholas
Hardard, Sweet, Tennessee
O'Brien, Bt, Michael Wilson,
Baltimore, J Cranther, Cardiff
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I PLAY



3-D Soccer

C64 (C/D) - AMIGA
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AMIGA SCREEN



Richard Taylor snapped into action when we handed him this rather odd puzzle game.

THE POWER



Oh, another arcade puzzle! Two good ones this month. This is supposed to have something to do with that

awful "Snap" song. Where is the music, though? Instead of the title song it plays old MC Hammer's "You can't touch this". Very strange.

Before I saw this I thought it was going to be a classic case of dashing—ie, using the song to sell the game. It really isn't though, so even if you really hated the song don't be put off. It really has nothing to do with it.

You take the part of a little ball called Max, whose aim in life is to zoom around collecting hearts to give to the love of his life, Mini.

He does this with your assistance, of course.

You must point your pointer at Max and hold fire down. Pulling the joystick in various directions will display a small arrow and releasing fire will hurl Max in that direction. Max can only stop now if something other than a heart blocks his path.

Also lying around are movable coloured blocks that are essential to some screens. Be careful when moving them because some of them destroy other coloured blocks.

Once you have collected all of the hearts you have to get to Mini to reach the next level.

It doesn't really sound all that much, but most of the screens are fiendishly difficult and require quite a lot of thought.

The presentation throughout is really quite superb, there are plenty of options on the title screen, including an "arcade" and "tactic" selection. The arcade has larger graphics, each character being four blocks

GEM-X

"Diamonds are forever" sang Shirley Bassey. Well they were until Richard Taylor started smashing them up in this puzzler.

This really is quite an original puzzle game that will frustrate, annoy and totally blow you for a fair old while.

The idea behind it all is brilliantly simple. You have two screens divided vertically with gems set out in various patterns. The left screen is the one you influence with your joystick, and the right one is set up by the computer.

The idea is to replicate the "computer" screen by changing the colour and position of your gems.

The gems come in five

colours: red, green, blue, pink and gold. To change the colour, you point your "pointer" at the relevant gem and press fire. The gem and all surrounding ones, apart from diagonals, will cycle through the colours. Really though, when the gems reach gold and are changed again, they decide that they've had enough and off they go.

This results in all gems above that one falling down. This has to be done sometimes though!

Once the computer screen is matched, that task is finished and off you go to



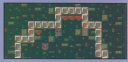
the next one. There are 480 levels in total so it will take some time to complete the game!

The levels are split into six separate screens, and when a level is finished you are presented with a grid in fixed L.E.D. fashion. You can click the next block to move onto, and work your way across the grid until the other side is reached.

I haven't yet been able to do this after a week of fairly heavy playing, so it may take some time!

After each level, you get a





CREDIT CARD

| | | | |
|--|--|--|---|
| 4 SOUNDS Funky music and plenty of little jingles. | 4 GRAPHICS Some really good, and some a bit plain. | 4 THE FACTS If you're into this type of game, you'll play a lot. | 4 HALF LIFE Yeah, it's a bit. |
|--|--|--|---|

| | | |
|---|----------------|------------|
| NAME: The Power. SUPPLIER: Digital Marketing Int. PRICE: £9.99 tape, £14.99 disk. RELEASE DATE: Out now. | OVERALL | 80% |
|---|----------------|------------|

This game has the Power to keep you hooked.

while the tactic one gives you a bigger view with smaller graphics.

The graphics are really good and everything runs quite smoothly. The play area is set over a nice palette (a pretty, moving background) which adds to the slickness overall.

The only bad thing is that it doesn't play the famous music (bad if you're into the music). I thought it was going to be the whole selling point of the game.

Another good feature is the password facility, making every one of the 50 screens accessible, when completed.

The Power turns out to be a very polished product with excellent presentation, original gameplay and frustratingly addictive puzzles.

picture of a wide-eyed young lady barely dressed, looking rather shocked! This seems to be some incentive to complete the grid, as each picture is, err, more revealing than the last! What a great idea! Haha! (I don't think).

The graphics are really nice and colourful, though some of the gems look like those glacier fruit sweets.

The sound is also really good with funky music and chunky jingles through out.

I played the Amiga version of this game before

the 64 one and I didn't think much of it, so I reckoned that this would be pretty bad.

Surprisingly, though, I really enjoyed it! I found it somehow easier to play.

It's a very well presented, incredibly challenging puzzle game that really will make you come back for more.

If you want to buy a puzzle this month and it's either this or The Power, then I'd recommend this one. Its idea is more original and I'm sure it has a slight edge on gameplay.



CREDIT CARD

| | | | |
|---|--|--|--|
| 4 SOUNDS Good throughout, with loopy tunes and jingles. | 4 GRAPHICS But the game perfectly and not really colorful. | 4 THE FACTS Incredibly addictive play, very challenging. | 4 HALF LIFE You'll come back for more time after time. |
|---|--|--|--|

| | | |
|---|----------------|------------|
| NAME: Gem-X. SUPPLIER: Digital Marketing Int. PRICE: £9.99 tape, £14.99 disk. RELEASE DATE: Out now. | OVERALL | 90% |
|---|----------------|------------|

Puzzle game fanatics will freak out over this one!

POWER UP

Like a squirrel with 2000 volts fed through it, **Jason Miller** has the power so he charged straight towards this compilation...

Another issue, another compilation. This time it's Ocean's turn with a crop of arcade conversions. Let's go!

CHASE H.Q.

The chase is on and the terrorist is giving off heat as your turbocharged Porsche 928 screeches down the highway. The sound of screeching tires echoes through the city as yet another crime is committed. You're special criminal investigators in LA with a mission to prevent crime, so after receiving your instructions from Nancy at HQ, you have to complete five missions, such as apprehending those feedist cocaine pushers! All you have to do is run - yes, run! - your Porsche into the back of the offenders in question. And it's not easy at all!

Do the words spiffy and zany ring a bell? Well, I hate to disappoint you, but of all the car simulations around, this is by far the worst I've seen. Sorry to say, but there are no words bad enough to describe the graphics and controls of this game, and its speed is laughable - it's so slow Ayrton Senna would not give this game a second look.

TURRICAN

Help! It's another one of those beat-em-up and become a hero days. Why go to all this trouble? If you are into beat-em-ups or blasting the living



delights out of things, just go straight down to your local pub (Dr... I don't think so!) No, don't actually, try Turrican instead, where people dare not set foot on the streets at night. Where grannies cannot go out and gossip with their friends. And all because of Morgul.

Turrican is the only bad who can destroy Morgul and his kingdom, the objective is - naturally - to guide your hero through five worlds where he will encounter many perils. You must beat everything that gets in your way with improbable and mega weaponry. Now go and zap the varmints!

ALTERED BEAST

A rather different beat-em-up action game, this one, as you have supernatural powers beyond belief. Zeus (some major Greek god-type) has picked you to save his daughter Athena. If thought she was a poster shop? Well from the clutches of the Hell-streams from the underworld. By collecting mystical spirit balls you



become a strongman with a punch that Mike Tyson would be proud of. You can even become a Werewolf or Weretiger.

RAINBOW ISLAND

"Oh Geoffrey, Bungle, and George, what do we have here?" "Put a sock in it Ziggy and be quiet, or I will have to shut you up". Don't worry, Rainbow Island has nothing to do with an eelgreen moth ball creature and everyone's fave TV programme, it is Bub and Bob from Bubble Bobble up against the hazards of the



rainbow islands.

There are myriad creatures who will impede your progress on every level up until that very moment when you face up to the "Guardian" (What, the newspaper? No). Master the art of the rainbow (what is this? A new martial art?) kill the enemies with it. No joke they are serious.



X-OUT

The aliens are taking over! Doom is just around the corner unless someone or something comes up with a spontaneous idea to save the world. So, since the Earth is undergoing severe demolition by enemies and monsters, your task is to blast 'em and spread their guts around the place like nobody's business, with weaponry that George Bush would like. **Go, Bush!**



| | | | | |
|-------------|----------------------|----------------------|------------------------|------------------------|
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| | ▶ MAINTENANCE | ▶ DIAPYCNOSIS | ▶ REINTEGRATION | ▶ REINTEGRATION |

A bit patchy but *Altered Beast* and *Rainbow Island* will have you enthralled.

THE SCORES

☺ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

👉 - First degree murder is capital. It's only applied outside the four commonwealth.

GOO - This is an average budget game, and would probably fill a gap on a rainy Sunday afternoon.

30000 - This game is rather splashed really, but it lacks that certain something that determines a "must have"

000000 - This is the best you're likely to get for your pocket money. Well worth selling your piggy bank for.



MULTIMEDIA

Beach Head, Beach Head 2 and Road are all remarkably similar games. First there's the strategic bit: which in Beach Head involves deciding whether to navigate ships through a minefield or face a sea battle straight away, in Road involves deciding how many planes to launch on the chosen Russian City and in Beach Head 2 the strategists must choose between "Attack", "Rescue", "Steep" and "Batter". Then comes the messy fighting, sea-fighting, gun-swinging, battle Sims, on land, or sea. The strategic parts leave a lot to be desired, being more irritating than challenging (although the seaplane launch in the anti-airweights conditions of Road's scenario is more original than the minefield navigation in Beach Head 2).

The graphics are reasonable to good, perhaps the coolest feature is the title man in *Field* who rants/roars through a distortion box "You can't kill me" (or some such thing).

Fant was the best of these three. It held the attention and was, on the whole, more gripping than *Empire*. The logic that 3 games of such a similar format will sell better than one is probably valid. For *Empire* it's OK, and it is definitely the case that if one game appeals, the others will too.

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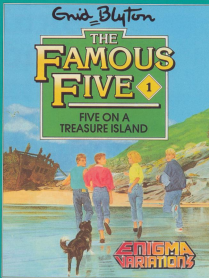
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TAVET,
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THE BUDGIE COLUMN

WITH JASON CHIN

taste of the drink as they do on people to convince you it's good. I might buy it.

Which is all very irrelevant until you consider Gary Lineker's Hot Shot, an aerial-view footy game which leaves a fair amount to be desired. The sprite players look like spiders, and it's difficult to tell the teams apart. There are some redeeming features, the sliding tackles are cool, and a degree of realism is added by throw-ins, corners, power-related kicks, even fouls.

There is no doubt a market for such a game,



GARY LINEKER HOT SHOT

KODU £2.99

It seems to me that the more famous the person that endorses something the worse it is, Jerry Hall and a certain stock drink are a case in point. Jerry Hall looks great, but Downi tastes, well, like it always did. Indeed if Downi spent as much improving the

tactics of England's last World cup, and with the name of Gary Lineker, shops have probably shifted cratesful, but then over the years they've shifted anything and everything, even silly green-sauce dipping mutated turtles observed with pizza. If you want a classy footy game definitely look elsewhere.

SCORE 66



REVIEW

Skull and Crossbones

When Richard "I'm not a fish" Taylor decided to become a pirate, he went down to the boating lake, spent half an hour shouting 'Prepare to be boarded, scum!' and jumping into other people's paddle-boats before order was restored by the local Constabulary.

aim in life is to become very rich (perhaps isn't?), or his shipmate and partner in blood, Red Dog. These two chopping chums can be controlled by two players, although only one at a time, unfortunately.

You must circle around slicing up any piece of anyone else's boat, trying to show their spineless backs on the waves. When you have killed somebody's boat, the pieces that can be collected to add to your wealth.

In some places there are crosses on the ground under which you can be buried.

Also dotted around are red 'squashed boat' shapes that tell you've previously annihilated a boat.

Skull and Crossbones is slightly better than normal enemy must be slain to pass onto the next level. A word of warning! All enemies must be wiped out to reach the next stage and there is no turning back if you do lose. This is a very bad design feature. It can result in not having to attempt to win a battle again!

The last three-stage version, Captain Jack's Treasure Hunt, is better. It's a pirate game, so it's got to have a pirate theme. I suppose a game of this nature just wouldn't be the same without some Pinja or Santa expert making an appearance at some point. Despite the variety, they can't hold any 'Spanish Castle Magic' for me (Er... what? No. They are, on the whole, quite badly designed).

The graphics throughout are pretty bad, although the main sprite looks quite nice but when it moves it really

Y a-ho-ho, a large bag of rum and a brief attempt at playing this game. I remember playing this when it hit the arcades last year and thinking "Lordy, what a super game. I do hope somebody tries to put a really decent version together for the PC!"

Somebody tried and, well, somebody failed. I know that unless a lot of time and effort was put into this then it would not really work as a straight arcade "no extra design" conversion.

Anyway, in this little adventure across the high seas and over treacherous waters you take control of Cap'n One-Eye, a notorious blood-thirsty pirate whose

does look like Ol' One-Eye has been hitting the run quite heavily. The same goes for the other sprites - the animation is really great!

The control over your character is very sluggish and you will find test attacks quite out of the question. Furthermore, it is hard to tell whether your sword is actually making contact with the persons to be chopped.

On the whole, a pretty good conversion of a really good fun arcade game. Surely a better one could have been produced. It appears to have been a rush job without much effort in the design department.

Even at budget price this wouldn't stand out and if others could I really can't recommend this to anyone.



It doesn't hurtle me heartless! There's no guard gone! It
it's got my name! It won't be in this game, anyway, and
even for some pieces of wood!

[illegible]

- [illegible]

NAME: Basil & Cephalopods,
SUPPLIER: Demand,
PRICE: €10.00 bags, €14.00 (bulk)
RELEASE RATE: 50% over.

10

40%

Poor throughout, it could have been much better. On the whole, rubbish.



MULTIMIX 1

0001 01-23

Geoff Foss never particularly inspired me. I once had a job as a caddy. I've occasionally seen highlights on Grandstand Through Full closed eyes after Sunday lunch, but I never had the energy or the money to play it.

simplicity, yet it maintains the essence of golf. The power reaching a peak then decaying comparable to the club swinging forwards and then away from the ball. The golf package undercuts itself by claiming to be 3 games, it is a comprehensive golf simulation with a fair variety of holes, and obstacles such as bunkers, trees, and water.



Why is it, then, that the 3 game pack of Lester Board, Lester Board Tournament, and World Class Lester Board find me so fascinated? Is it the sleek, unadorned graphics and layout? Is it the skill involved in countering the tactics of wind, snap and the slope of the green? Or is it simply the thought of playing golf using only the strategy needed to master the physics? Whatever the reasons, this is sport simulation at its best.

The whole system is functional, and the operation

There are two player games, or you can play against par. This time (in contrast to *Beach Head*, *Beach Head 2* and *Head*) the Multitask from Klex really works.



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No-one just plays computer games, do they? You all pop out to the cinema occasionally, take out a vid, play a record, buy a comic, don't you? Now YC presents a new section - "Big Thrills" - to guide you through all the latest buys...

EMF - Schubert Dip

YC's tip for the top last September was this group of lads from the Forest of Dean. Now they've got three hit singles behind them and a

MUSIC

new LP, 'Schubert Dip' is an album-length slice of their rustic Forest dance/rock/pop,

packed with the singles you know already and the sort of excellent stuff you'll only have heard if you've seen one of their manic live shows (strobe lights, keyboard-smashing and much hard groover guaranteed). This is certainly one of the top pop albums of 1993.

Jeff Gery

000001/2

CANDY SKINS - You are Here

Oxford has spawned some real talent over the last few years, what with Ride and the like. Now it's the turn of the

Candy Skins to take the limelight. They've got plenty of re-released guitar songs, like The Stone Roses or even 60's bands such as The Monkees. They've signed some large Cash deal with Geffen records in America so expect to hear a lot more of their songs. In the meantime, if you're a laid-back sort, check this out.

Jeff Gery

00000



VIDEO

VAMPIRE'S KISS

20 20 Wides
(Certificate '14')
Stars: Nicolas Cage,
Jennifer Beals, Maria
Conchita Alonso

This is not, in any way, at all, a horror movie! It may sound like one. It may even sound like one of those black and white misadventures you see on a Friday night on BBC2 with Peter Cushing and Vincent Price, but it has nothing to do with al similar looking fellows in black sheets, and is, sniggering round the back of the lake sheds.

It is, in fact, a trip into the mind of city girl Peter Loew (superbly played by Cage), and a look into obsession, namely his with a girl who he

thinks is a vampire. She (Jennifer Beals) is picked up by him one night in a bar and during the naughty bits (this isn't really a family movie) she bites his neck, drawing blood and sending him - and us viewers - into a

one way trip in which we are never sure whether she really is just a kinky New Yorker, or a bride of Dracula.

After a time he gradually faces the fact that he has turned into one of the undead, and starts to act as so, and although his character has never been a particularly nice one (the way he treats his secretary Maria Conchita Alonso is tragic), as an audience we feel more and more sorry for

the man, mainly thanks to Cage's completely compelling and compassionate performance.

Vampire's Kiss should be listed in the same way as Greenberg's Dead Fingers, and is a black comedy that revolves around the slow and painful dissolving of one man's sanity. It is an abuse of all of your senses, and if you really don't mind your own small quirks being exposed it's well worth every penny of your rental fee.

Rik Henderson

000001/2

MADHOUSE

20 20 Wides
(Certificate '15')
Stars: John
Lamotte, Kirstie
Alley

If you're a fan of Chevy Chase National Lampoon Vacation films, and you're currently in the middle of a pining season where you can't



COMICS



BLAST #1

John Brown

You remember Gaudette didn't you? Tami Gaf? You know, that incredibly trendy comic that all the fashion victims of this world (and

those that appreciate good comic) have on standing order from their nearest?

Well, so incredible is its power that another "Mature(ish) Reader" monthly comic hits the shelves of the paper shops up and down the country, and the question that hangs in the air is: is it as pretentious as the rest of the feeble efforts?

Its answer, when confronted by this, would most likely be "Ma!" Its roots lie in comic fanzine, but its head is surely in the clouds. None-the-less, a couple of the strips are worth reading (probably, Mr. Monster being the most memorable, and its title will really depend on how many big name comic figures it can use and abuse.

000 *Rik Henderson*



wait for the next John Hughes installment to creep into the video shops, here's Matchhouse - it may not have Chevy Chase in it, but it's swarms in the same brand of chaotic American humor like a shark waiting for fresh meat.

Jessie Danziger (Kirstie Alley) and her husband Mark (John Larroquette) have just moved into a new house in LA, and after a brief honeymoon period of being exquisitely happy, soon that Mark's cousin and his wife are coming to stay for a

week isn't quite as daunting as it turns out to be.

As you may guess things go disastrously wrong for the couple, at more and more houseguests arrive to take over the house, turn it into a hole for society's drop-outs, and completely ruin the Danzingers' life.

It's all very light hearted funnery, typically American, indulging in placid, but a good bet for a chuckle or two on a rainy night.

000 *Rik Henderson*

PREDATOR 2
#2

Dark Horse



The second instalment of the film adaptation finally hits us, just as the film zooms by at a speed known only to people who fall off cliffs, and, as with most movie comics, its appeal lies primarily in the quality of the cinematic effort. Fortunately, The Predator 2 was a noisy action number that had a large "cool" factor, and if it wasn't for the incredibly power artwork the whole comic would've been a waste of time.

0000 *Rik Henderson*

EXPRESSO
Flourishy

Another in a long line of Flourishy Get-Off comic anthologies presents us with some quality European comic strips. This is all, I presume, an attempt to educate the masses into finally accepting the comic medium as a form of literature, and



unfortunately it falls rather short - at the first hurdle is lost.

The problem exists in that, although the content may be seen as ground-breaking and superbly crafted in foreign lands, it really is a pile of crap in this country. The reason for this is that although the strips are written and drawn by a few excellent names, none of the material supplied is of the quality for which they are renowned and, as we know, bad strip + boring strip = complete pack.

0 *Rik Henderson*

INDIANA
JONES AND
THE FATE OF
ATLANTIS #2

Dark Horse

Here it is, the comic inspired by the forthcoming Lucasfilm computer game, and it's a real stunner, I don't mind telling you.

Firstly, it was going to be the plotline for a new Indy film, but Harrison Ford said "No thanks to that, it's off" and he was! Then, a computer-related fellow came along, read the plot and said "Cool... it's a jolly good idea for a computer game!" and went off to write a computer game. Now a comic company (Dark Horse - Atlantis, Predator, Terminator) has said "What a truly great idea for a comic!" and it is.

The plot has truly twinkled all over the world, in truly Indiana Jones style, and looking artifacts that the Nazis are also after with magical properties. Added to this is the fact that the strange items originate from Atlantis and we've got ourselves a classically written Spenser style story that would've suited Mr. Ford down to the ground.

00000 *Rik Henderson*



TALES

FROM THE SCRIPT II: THE REVENGE

Taking time off from a whirling life of wild film-world parties, Dave Hughes provides the latest film gossip. Lights, cameras, ACTION!!

FAIRY TALES

SUMMERY EXECUTION

"Summertime, summertime, each summertime..." Hm. I seem to be suffering from a touch of (a) spring fever (b) sunstroke or (c) some unspecified mental disorder. Okay, so I'm taking the summertime off (I'm writing this in suitcases May) but by the time you read this, Hollywood will be almost a month into the '90s. Guess a little bit of summer fever accounts for a whopping 10% of the annual box office take.

After last summer, executives are, unsurprisingly, even more picky than usual, and who can blame them. They're looking for the next *TOP GUN*, *THE DAYS OF THUNDER* or *GRIDLOCK*.

Of the summer blockbusters, *TOTAL RECALL* and *THE HARD* 2 were hugely successful last year. *ROBIN HOOD: PRINCE OF THIEVES* and *THE JUDGMENT DAY* (or *SHOOT*, the most expensive movie ever made) took the most promising, but

Disney's *ROCKETEER*, *BILLY BATHGATE* and the re-released *101 DALMATIANS* could also pull big crowds.

Of the comedies, the *Airplane!* gang's incredibly funny *THE HANGOVER* (June 11/12: *THE SMELL OF FEAR*, the same crew's *TOP GUN* spoof *HOT SHOTS!* and *BILL AND TED GO TO HELL* could all be 'sleepers' (Hollywood jargon for surprise successes), while John Hughes' *ONLY THE LONELY* would be an underwrite-off - his *HOME ALONE* is now the fourth-most

profitable movie of all time. *THE 400 BLOWS*, though, may money's up to 10 and the comedies - remember that

STONED IN SPACE: FROM DALLAS TO HOUSTON

Since *THE DOORS* director Oliver Stone's announcement (*Tales*, June) that he would be making JFK, a movie reconstructing the 1963 assassination of President John F. Kennedy, everybody has been recklessly announcing film projects related to that fateful November day in Dallas. ASM Films are to produce *LBJ*, based on Dan DeLillo's novel about assassin Lee Harvey Oswald, while Propaganda Films (who made David Lynch's *WILD AT HEART*) are busy casting *RUBY*, which concerns *OSWALD*'s alleged

love affair. On the other hand, is called simply *DALLAS*, which ends up with everybody waking up to find it was all a bad dream.

Stone is repeating right-hipped about rumors that he will follow JFK with a film version of ex-*DOORS* manager and independent *THE DOORS* director John Wood's 1981 *WORDSWORTH AVENUE*, with Christian Slater as 'Sugarman' (pronounced 'Sugarmen') and (with any luck, but doubt!) Val Kilmer once again playing the Lizard King (Jim Morrison, dickwad!).

Stone's lips remain tighter still over *Tales*' even revelations that he is planning an Apollo moon-landing movie, *SPACE*, for release in 1994, the 25th anniversary of the only other event in *Slater's* America that Stone has not yet committed to film (after Vietnam, Kennedy and the Doors)... Woodstock, anyone?



IF IT MOVES, REMAKE IT II

You may remember if you ever saw *ROCKY* that last month I ranted on about all the proposed Hollywood remakes of successful foreign pictures; well, this month there's news of remakes of a different kind.

Remember that '80s spate of effects-heavy updates of '50s science fiction classics - *THE FLY*, *THE ELEC*, *INSECTERS*, *FROM MARS*, *THE THING* etc.? Well, the good news is that it's about to happen again, and with John Carpenter (who remade *THE THING* so effectively). Right now he's busy directing Chevy Chase, Daryl ROSSMAN's Hannan and Sam DEAD CARR's Neil in *MEMBERS OF AN INVISIBLE MAN* which, I'm told, will be using state-of-the-



and invisibility techniques rather than the traditional 'suspend-the-gun-from-the-celling-and-there-moves-a-about routine. Soon afterwards, Carpenter (who also directed the original HALLOWEEN and the other hilarious *TRICKY TRICKS*) will embark on an update of *CREATURE FROM THE BLACK LAGOON*—a project originally intended for *JOHN AMERICAN WIDEWORLD* in LONDON. Lastly, when gangster comedy *CHICAGO* should open in the U.S. any day now.

The third (and final) exciting update is *THE HELLRAISER BARKER: THE MUMMY*, which began work on the two-picture deal which led to his recent (and regrettable) relocation to Los Angeles.

Cline, incidentally, has no part to play in the making of *HELLRAISER II*, which screenwriter *ROSEMARY* tells me is due to begin filming at the end of July. Invisable man, invisible creatures from black lagoon... can't wait for the giant and!

CHILDREN OF JUNE

Talking of updates, here's the latest patch on some of the new stuff I mentioned in June's Tales...

Answer to THE CHIFFERS Dining has been confirmed as *BATMAN II*'s Christmas (see cutting) — the last, ITC exclusive!

Two weeks later... *Answer to First Chapter* In June's Tales exclusive on *Dracula*, I forgot Ford Coppola's forthcoming *Dracula* movie (see cutting) and ran a week later...

Director Kenny O'NEILL is here...



Bruce Willis



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designed to make *THE* *Subspecies* — Tales' prediction that *Subspecies* would be a success has never still yet to be confirmed...

HOUSE PARTY II, *HILL COMES TO FROGTOWN II* and *GO-EYES* have joined the summer sequels list...

IN BRIEFS

Child II *Openlooker* is developing *JUNG AND FREUD*, an interesting approach to the work of the leading psychiatrists, tipped to star Anne and Dustin Hoffman...

Rene Marzor is looking for Kim Cattrino's

replacement for the long-vanished *8 1/2 WEEKS* sequel *SIX DAYS IN FEBRUARY*, starring Mickey Rourke — four million women have confirmed their availability...

Bruce Willis' *athematical comedy HUDSON HARK* recently became the

budget mark, and this time around possibly not...



Manuscript Delmon heavy lawsuit against producer Joel Silver...

U.K. theatrical admissions reached a 10-year high in the first quarter of 1991...

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My money's on THE SILENCE OF THE LAMBS to become the most successful adult movie of all time...

Watch for a post-DOORS

ABSOLUTELY NO COMPETITION

Two legs, eight legs, and attitude — and two videotaped scuttling deals with a copy of the *ABSOLUTELY NO COMPETITION* — a film for anyone who has had to deal in the first place to get a money spider out of their hair (it's a John Goodman, not a "Walt Disney") — anyone having doubts it is such will never work in the advertising industry again... To win one of these deals, simply complete the following phrase — in an elegantly scuttling way — in less words than a spider has legs:

"I'm glad humans don't have eight legs because..."

Copy any old rubbish off a cereal packet and send it (the cereal packet, that is) to the usual address. The most surreal entries corresponding to the number of videos we have left after the office staff have each received a copy will win a video. The editor reserves the right to snuck entries he doesn't much like the look of straight in the bin — it's a bitch, isn't it?

second movie to hit the \$1000

topic of magic T.A.s singer Marc Bolan...

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NEXT ISSUE

[Faint] Pretty much the same kind of harmless kind about films, really. Kind of like P.M. 10 without the wrinkles and the boring sweaters. Might see you then, I suppose. If you're nothing else, that is. Well, that's all, bye, then...

SHOOT THE TUBE

Hey, dated stuff's up, it's summer in the city and time to take a look at the top movies Hollywood will be counting your way in the silly season. Alphabetically listed, they include a one or two line comment: turn your regular Tales From The Scriptwriter, Dave Hughes, plus a handy pocket guide to financial and critical potentials and Oscar chances. So why don't you just switch off your television set and go out and do something less boring instead...?

BILL & TED GO TO HELL

These most excellent studies are back to tackle more serious historical issues. This time, life and death!

S RATING: Good script and cut ratings — 4/10 (25m)
CRITICAL: Who cares, dude?
OSCARs: No way, man!

CITY SLICKERS

Billy Crystal in a modern western or... comedy.
S RATING: America says yes.
 Dave Hughes says no.
CRITICAL: Okay.
OSCARs: Yeah, sure.

DYING YOUNG

Name: Julia Roberts talks in love with femininity if potent.
 FLATLINE's director: Downer ending dropped to please audiences.

S RATING: Last year's #1 and #2 recedes last death (SHOOT) and Julia Roberts (PRETTY WOMAN). This movie has both. Watch it hit \$300m in no time. The year's #1?
CRITICAL: On a scale of Mini to Mercedes, Granada Scorpions.
OSCARs: The dead guy.

HUDSON HAWK

Brave Willis in \$100m
 Tele-Movie Joe Silver musical
 (S) from HEATHERS director.
S RATING: This year's DAYS OF THUNDER is big disappointment. Joe Silver ruined. Brave Willis: Hey, hey! It's nice when a plan comes together?
CRITICAL: Terrible.
OSCARs: Forget it!

IN BED WITH MADONNA (aka TRUTH OR DARE)

Pitiful Madonna life story movie. Very sexy. Can't tell you much about it — this is a family magazine (worse luck).

S RATING: Pretty damn good for a bio-pic.
CRITICAL: Don't listen to 'ems.
OSCARs: Sorry, honey.

MOBSTERS

YOUNG GUN's actors take on gangsters in '30s Chicago. THE GODFATHER. Christian Slater is gonna be no big. Just wait.
S RATING: Good. I hope it's a nice idea, really good.
CRITICAL: On a scale of matchbook to Munich, Japan.
OSCARs: Kind, my cool.

THE NAKED GUN 1 1/2: THE SMELL OF FEAR

Incredibly funny script and ad campaign. This is comedy year, and this is the comedy films funny!
S RATING: Yay, it's welcome everyone except the 1995's biggest after DYING YOUNG, TERMINATOR 2 and PRINCE OF THIEVES.
CRITICAL: Very positive.
OSCARs: If it is big, a real screenplay?

ONLY THE LONELY

The plot of Penelope Content's SORRY on the big screen. John Candy is Timothy Laramore. From John Hughes and Chris Columbus, who gave 1990 HOME ALONE.
S RATING: It's not HOME ALONE. Flat.
CRITICAL: Thank you, no.
OSCARs: Ditto.



RADIO FLYER

Almost kids develop TIME MAGNETS style fantasy world. No stars. Cost \$50m, should have been less, but...
S RATING: Who cares what it cost? It's surprise-everyone, not included.
CRITICAL: E.T. with wings. A hit.
OSCARs: One or two slight nods if it's a hit.



ROBIN HOOD: PRINCE OF THIEVES

It's not something of a classic legend. Kevin Costner, Christian Slater, Sean Connery, Mary Elizabeth Mastrantonio. DANCES WITH WOLVES co-director Kevin Reynolds directs.
S RATING: Can it national maybe a great idea? Location at first.
CRITICAL: Not terrible.
OSCARs: A couple of small ones.

THE ROCKEETER

HONOLULU, I OAHU: THE KIPP director takes on fabulous modern comic strip set in 1930. Great effects, great fun. Also, no stars. DICK TRACY didn't work for anybody but Madonna.
S RATING: It cost \$50 million. It should recover. B. Top-57
CRITICAL: Okay.
OSCARs: Unlikely.

TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE OOZE

Eco-friendly and brightest-up Turtles sequel. The first one

was fun, this one's terrible.
S RATING: You thought Turtles was over? You were wrong. \$180m.
 Cowabunga!
CRITICAL: Film reviews are for squashed.
OSCARs: No way, dude!

TERMINATOR 2: JUDGEMENT DAY

At \$100m, the most expensive movie ever made. Schwarzenegger, director James Cameron and Linda Hamilton all return. Incredible script and effects.
S RATING: \$170m in America, \$200m worldwide. Goodie hope!
CRITICAL: With all that money to be counted, who has time to read the dailies?
OSCARs: Special effects, nab.

SPOARDISH

Kevin Kline, Sally Field and Whoo! Goldberg in behind-the-scenes-of-a-bingo-opera comedy. Kline is as good as he was in A FISH CALLED WANDA and Robert Downey Jr. is even better. Harlowe.
S RATING: Comfortable.
CRITICAL: Haven't seen a final cut yet, but should be very good.
OSCARs: Kline, Field and Goldberg are all good winners. Downey Jr. deserves a nomination, but he won't get one. Screenplay not.



WHAT ABOUT BOB?

Very funny learning of Bill Murray and Richard Dreyfuss as a headcase and psychiatrist who vacation together.
S RATING: Around \$50m. A "stealer" hit.
CRITICAL: Average.
OSCARs: Not unless there's a Freudian slip.

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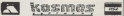
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